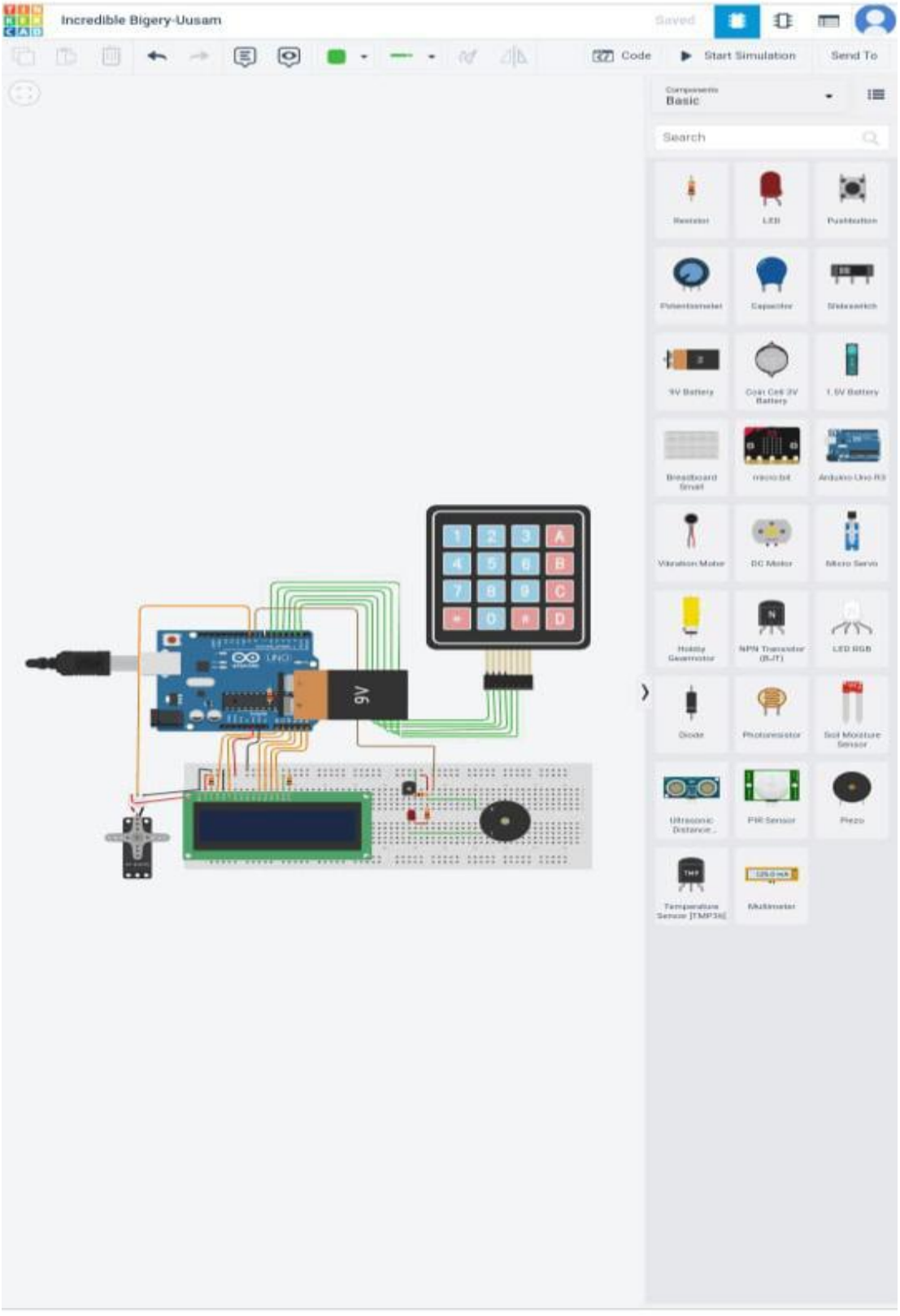
Incredible Bigery-Uusam
Saved
Code
Start Simulation
Send To
Components
Basic
Search
Resistor
LED
Pushbutton
Potentiometer
Capacitor
Slideswitch
9V Battery
Coin Cell 3V Battery
1.5V Battery
Breadboard Small
micro:bit
Arduino Uno R3
Vibration Motor
DC Motor
Micro Servo
Hobby Gearmotor
NPN Transistor (BJT)
LED RGB
Diode
Photoresistor
Soil Moisture Sensor
Ultrasonic Distance...
PIR Sensor
Piezo
Temperature Sensor [TMP36]
Multimeter
1 2 3 A
4 5 6 B
7 8 9 C
* 0 # D
9V

```
#include <Keypad.h>

#include <LiquidCrystal.h>
#include <Servo.h>

Servo myservo;
Int pos=0; // LCD Connections
LiquidCrystal lcd(A0,A1,A2,A3,A4,A5);
Const byte rows=4;
Const byte cols=3;

Char key[rows][cols]={
{‘1’,’2’,’3’},
{‘4’,’5’,’6’},
{‘7’,’8’,’9’},
{‘*’,’0’,’#’}
};
Byte rowPins[rows]={1,2,3,4};
Byte colPins[cols]={5,6,7};
Keypad keypad= Keypad(makeKeymap(key),rowPins,colPins,rows,cols);
Char* password=”4567”;
Int currentposition=0;
```

```
Int redled=10;
Int greenled=11;
Int buzz=8;
Int invalidcount=12;



Void setup()
{

Displayscreen();
Serial.begin(9600);
pinMode(redled, OUTPUT);
pinMode(greenled, OUTPUT);
pinMode(buzz, OUTPUT);
myservo.attach(9); //SERVO ATTACHED//

lcd.begin(16,2);

}

Void loop()
{
```

```
If( currentposition==0)
{
Displayscreen();

}
Int l ;
Char code=keypad.getKey();
If(code!=NO_KEY)
{
Lcd.clear();
Lcd.setCursor(0,0);
Lcd.print(“PASSWORD:”);
Lcd.setCursor(7,1);
Lcd.print(“ “);
Lcd.setCursor(7,1);
For(l=0;l<=currentposition;++l)
{

Lcd.print(“*”);
Keypress();
}

If (code==password[currentposition])
```

```
{
++currentposition;
If(currentposition==4)
{

Unlockdoor();
Currentposition=0;

}

}

Else
{
++invalidcount;
Incorrect();
Currentposition=0;

}
If(invalidcount==5)
{

++invalidcount;
```

```
Torture1();


}
If(invalidcount==8)
{
Torture2();
}


}
// LOOP ENDS!!!//
}

//****//

Void unlockdoor()
{
Delay(900);

Lcd.setCursor(0,0);
Lcd.println(“ “);
Lcd.setCursor(1,0);
Lcd.print(“Access Granted”);
Lcd.setCursor(4,1);
```

```
Lcd.println(“WELCOME!!”);
Lcd.setCursor(15,1);
Lcd.println(“ “);
Lcd.setCursor(16,1);
Lcd.println(“ “);
Lcd.setCursor(14,1);
Lcd.println(“ “);
Lcd.setCursor(13,1);
Lcd.println(“ “);
Unlockbuzz();

For(pos = 180; pos>=0; pos-=5) // goes from 180 degrees to 0 degrees
{
Myservo.write(pos); // tell servo to go to position in variable ‘pos’
Delay(5); // waits 15ms for the servo to reach the position
}
Delay(2000);



Delay(1000);
Counterbeep();
```

```
Delay(1000);

For(pos = 0; pos <= 180; pos +=5) // goes from 0 degrees to 180 degrees
{ // in steps of 1 degree
Myservo.write(pos); // tell servo to go to position in variable ‘pos’
Delay(15);


Currentposition=0;

Lcd.clear();
Displayscreen();

}
}

//**//

Void incorrect()
{
Delay(500);
Lcd.clear();
Lcd.setCursor(1,0);
```

```
Lcd.print(“CODE”);
Lcd.setCursor(6,0);
Lcd.print(“INCORRECT”);
Lcd.setCursor(15,1);
Lcd.println(“ “);
Lcd.setCursor(4,1);
Lcd.println(“GET AWAY!!!”);

Lcd.setCursor(13,1);
Lcd.println(“ “);
Serial.println(“CODE INCORRECT YOU ARE UNAUTHORIZED”);
digitalWrite(redled, HIGH);
digitalWrite(buzz, HIGH);
delay(3000);
lcd.clear();
digitalWrite(redled, LOW);
digitalWrite(buzz,LOW);
displayscreen();
}
//******//
Void clearscreen()
{
Lcd.setCursor(0,0);
```

```
Lcd.println(“ “);
Lcd.setCursor(0,1);
Lcd.println(“ “);
Lcd.setCursor(0,2);
Lcd.println(“ “);
Lcd.setCursor(0,3);
Lcd.println(“ “);
}
//**K**//
Void keypress()
{



digitalWrite(buzz, HIGH);
delay(50);
digitalWrite(buzz, LOW);
}
//****//
Void displayscreen()
{

Lcd.setCursor(0,0);
```

```
Lcd.println(“ENTER THE CODE”);
Lcd.setCursor(1 ,1);

Lcd.println(“TO / (OPEN)!!”);
}
//***//
Void armservo()
{

For (pos=180;pos<=180;pos+=50)
{
Myservo.write(pos);
Delay(5);
}
Delay(5000);

For(pos=180;pos>=0;pos-=50)
{
Myservo.write(pos);
}

}
//******//
```

```
Void unlockbuzz()
{

digitalWrite(buzz, HIGH);
delay(80);
digitalWrite(buzz, LOW);
delay(80);
digitalWrite(buzz, HIGH);
delay(80);
digitalWrite(buzz, LOW);
delay(200);
digitalWrite(buzz, HIGH);
delay(80);
digitalWrite(buzz, LOW);
delay(80);
digitalWrite(buzz, HIGH);
delay(80);
digitalWrite(buzz, LOW);
delay(80);
}

//******//
Void counterbeep()
```

```
{
Delay(1200);



Lcd.clear();
digitalWrite(buzz, HIGH);

lcd.setCursor(2,15);
lcd.println(“ “);
lcd.setCursor(2,14);
lcd.println(“ “);
lcd.setCursor(2,0);
delay(200);
lcd.println(“GET IN WITHIN:::”);

lcd.setCursor(4,1);
lcd.print(“5”);
delay(200);
lcd.clear();
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
digitalWrite(buzz,LOW);
delay(1000);
```

```
//2
digitalWrite(buzz, HIGH);
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
lcd.setCursor(4,1); //2
lcd.print(“4”);
delay(100);
lcd.clear();
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
digitalWrite(buzz,LOW);
delay(1000);
//3
digitalWrite(buzz, HIGH);
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
lcd.setCursor(4,1); //3
lcd.print(“3”);
delay(100);
lcd.clear();
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
digitalWrite(buzz,LOW);
```

```
delay(1000);
//4
digitalWrite(buzz, HIGH);
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
lcd.setCursor(4,1); //4
lcd.print(“2”);
delay(100);
lcd.clear();
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN:”);
digitalWrite(buzz,LOW);
delay(1000);
//
digitalWrite(buzz, HIGH);
lcd.setCursor(4,1);
lcd.print(“1”);
delay(100);
lcd.clear();
lcd.setCursor(2,0);
lcd.println(“GET IN WITHIN::”);
digitalWrite(buzz,LOW);
delay(1000);
```

```
//5
digitalWrite(buzz, HIGH);
delay(40);
digitalWrite(buzz,LOW);
delay(40);
digitalWrite(buzz, HIGH);
delay(40);
digitalWrite(buzz,LOW);
delay(40);
digitalWrite(buzz, HIGH);
delay(40);
digitalWrite(buzz,LOW);
delay(40);
digitalWrite(buzz, HIGH);
delay(40);
digitalWrite(buzz,LOW);
lcd.clear();
lcd.setCursor(2,0);
lcd.print("RE-LOCKING");
delay(500);
lcd.setCursor(12,0);
lcd.print(".");
delay(500);
```

```
lcd.setCursor(13,0);
lcd.print(“.”);
delay(500);
lcd.setCursor(14,0);
lcd.print(“.”);
delay(400);
lcd.clear();
lcd.setCursor(4,0);
lcd.print(“LOCKED!”);
delay(440);
}
//**T****//
Void torture1()
{
Delay(1000);
Lcd.clear();
Lcd.setCursor(2,0);
Lcd.print(“WAIT FOR “);
Lcd.setCursor(5,1);
Lcd.print(“15 SECONDS”);
digitalWrite(buzz, HIGH);
delay(15000);
digitalWrite(buzz, LOW);
```

```
lcd.clear();
lcd.setCursor(2,0);
lcd.print(“LOL..”);
lcd.setCursor(1,1);
lcd.print(“ HOW WAS THAT??”);
delay(3500);
lcd.clear();


}
//*T2**//
Void torture2()
{
Delay(1000);
Lcd.setCursor(1,0);
Lcd.print(“ “);
Lcd.setCursor(2,0);
Lcd.print(“EAR DRUMS ARE”);
Lcd.setCursor(0,1);
Lcd.print(“ PRECIOUS!! “);
Delay(1500
    );
Lcd.clear();
Lcd.setCursor(1,0);
```

```
Lcd.print(“ WAIT FOR”);
Lcd.setCursor(4,1);
Lcd.print(“ 1 MINUTE”);
digitalWrite(buzz, HIGH);
delay(55000);
counterbeep();
lcd.clear();
digitalWrite(buzz, LOW);
lcd.setCursor(2,0);
lcd.print(“WANT ME TO”);
lcd.setCursor(1,1);
lcd.print(“REDICULE MORE??”);
delay(2500);
lcd.clear();
lcd.setCursor(2,0);
lcd.print(“Ha Ha Ha Ha”);
delay(1700);
lcd.clear();
}
```