```
#define ena 10
#define inA 9
#define inB 8
#define inC 7
#define inD 6
#define enb 5
const int irPins[5] = \{A0,A1,A2,A3,A4\};
void wheel(int lm, int rm);
int s[5] = \{500,560,560,609,678\};
int i, lastSensor,lastError;
int uturn = 120;
int base_L= 70;
int base_R=70;
float kp=4;
float kd=2;
void setup()
//Serial.begin(9600);
 mot_init();
 other_init();
}
void loop()
 line_follow();
//wheel(200,200);
void other_init()
{
 lastSensor=0;
 lastError=0;
 //Serial.begin(9600);
}
void mot_init()
{
 pinMode(inA,OUTPUT);
 pinMode(inB,OUTPUT);
 pinMode(inC,OUTPUT);
 pinMode(inD,OUTPUT);
 pinMode(ena,OUTPUT);
 pinMode(enb,OUTPUT);
}
```

```
void wheel(int lm, int rm)
{
 if(lm==0)
  digitalWrite(inC,HIGH);
  digitalWrite(inD,HIGH);
 if(lm>0)
  digitalWrite(inC,HIGH);
  digitalWrite(inD,LOW);
 else if(lm<0)
  digitalWrite(inC,LOW);
  digitalWrite(inD,HIGH);
 if(rm==0)
  digitalWrite(inA,HIGH);
  digitalWrite(inB,HIGH);
 if(rm>0)
  digitalWrite(inA,HIGH);
  digitalWrite(inB,LOW);
 else if(rm<0)
  digitalWrite(inA,LOW);
  digitalWrite(inB,HIGH);
 if(lm>254) lm=254;
 if(lm<-254) lm=-254;
 if(rm>254) rm=254;
 if(rm<-254) rm=-254;
 analogWrite(ena,abs(rm));
 analogWrite(enb,abs(lm));
}
int readSensor()
{
  s[0]=digitalRead(irPins[0]);
  s[1]=digitalRead(irPins[1]);
```

```
s[2]=digitalRead(irPins[2]);
  s[3]=digitalRead(irPins[3]);
  s[4]=digitalRead(irPins[4]);
  s[0]=1-s[0];
  s[1]=1-s[1];
  s[2]=1-s[2];
  s[3]=1-s[3];
  s[4]=1-s[4];
 int error, sum;
 sum=s[0]+s[1]+s[2]+s[3]+s[4];
 if(sum!=0)
 {
  error=(s[0]*10+s[1]*20+s[2]*30+s[3]*40+s[4]*50)/sum-30;
 }
 else
 {
   error=420;
 if(s[0]==1) lastSensor=1;
 else if(s[4]==1) lastSensor=2;
 //Serial.print(error);
 //Serial.print(" ");
 return error;
}
void line_follow()
 int error,corr;
 float p,d;
error=readSensor();
if(error==420)
 if(lastSensor==1) wheel(-uturn,uturn);
 else if(lastSensor==2) wheel(uturn,-uturn);
}
else
  p=kp*error;
 d=kd*(error-lastError);
 corr=p+d;
 // Serial.println(corr);
 wheel(base_L+corr,base_R-corr);
 if((error-lastError)!=0) delay(5);
 lastError=error;
}
}
```