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//Include Libraries
#include <SPI.h>
#include <nRF24L01.h>
#include <RF24.h>
#include "HX711.h"

#define pir 4
const int LOADCELL_DOUT_PIN = 2;
const int LOADCELL_SCK_PIN = 3;
float a;
float b=60;

HX711 scale;
//create an RF24 object
RF24 radio(9, 8); // CE, CSN

//address through which two modules communicate.
const byte address[6] = "00001";

void setup()
{
  pinMode(pir,INPUT);
  radio.begin();

  //set the address
  radio.openWritingPipe(address);

  //Set module as transmitter
  radio.stopListening();

  Serial.begin(9600);
  scale.begin(LOADCELL_DOUT_PIN, LOADCELL_SCK_PIN);

  scale.set_scale(2280.f);
  scale.tare();
}

void loop()
{
  if (digitalRead(pir)==1){
    Serial.println("Motion detected");
    delay(1000);
  }
}

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Serial.print("one reading:\t");
Serial.print(scale.get_units(), 1);
Serial.print("\t| average:\t");
Serial.println(scale.get_units(10), 1);
a = scale.get_units(10);

if (a>b && digitalRead(pir) == 1){
  Serial.print("Some one is on bed and moving\n");
  const char text[] = "ON bed moving"; //13 char
  radio.write(&text, sizeof(text));
  delay(1000);
}
else if (a<b && digitalRead(pir) == 1){
  Serial.print("Some one is NOT on bed and moving \n");
  const char text[] = "NOT bed moving"; //14 char
  radio.write(&text, sizeof(text));
  delay(1000);
}
else if (a>b && digitalRead(pir) !=1){
  Serial.print("Some one is on bed and not moving \n");
  const char text[] = "ON bed not moving"; //17 char
  radio.write(&text, sizeof(text));
  delay(1000);
}
else if(a<b && digitalRead(pir) !=1){
  Serial.print("Some one is NOT on bed and not moving \n");
  const char text[] = "NOT bed not moving"; // 18
  radio.write(&text, sizeof(text));
  delay(1000);
}

scale.power_down();          // put the ADC in sleep mode
delay(5000);
scale.power_up();

}

```

DOOR BOARD

```
//Include Libraries
#include <SPI.h>
#include <nRF24L01.h>
#include <RF24.h>

//create an RF24 object
RF24 radio(9, 8); // CE, CSN

//address through which two modules communicate.
const byte address[6] = "00001";

#define sensor1 5 //black In IR
```

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#define sensor2 6 //white Out IR
#define alarm1 2
#define alarm2 3
#define sms 4
#define LED 7

char dir;

void setup()
{
  while (!Serial);
  Serial.begin(9600);
  radio.begin();

  //set the address
  radio.openReadingPipe(0, address);

  //Set module as receiver
  radio.startListening();

  pinMode(alarm1, OUTPUT);
  pinMode(alarm2, OUTPUT);
  pinMode(LED, OUTPUT);
  pinMode(sms, OUTPUT);
  pinMode(sensor1, INPUT_PULLUP);
  pinMode(sensor2, INPUT_PULLUP);

  dir='x';

}

void loop(){

  digitalWrite(alarm1, HIGH);
  digitalWrite(alarm2, HIGH);
  digitalWrite(sms, HIGH);
  digitalWrite(LED, LOW);
  const char a[32]="ON bed moving"; //14
  const char b[32]="NOT bed moving"; //15
  const char c[32]="ON bed not moving"; //18
  const char d[32]="NOT bed not moving"; //19
  char text[32]={0};
  int w;
  //Read the ata if available in buffer

```

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if (radio.available())
{
  radio.read(text, sizeof(text));
  //String mytext =String(text);
  Serial.println(text);
  //w= mytext.length();
}

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if (digitalRead(sensor1)==0){//sensor 1 detects object

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  if (dir=='x'){//if the last movement was unknown
    dir='o';//movement is out going
    //give 2 seconds before ignoring the direction
    Serial.println("direction is Out");
    delay(1000);

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    if (dir == 'o' && (sizeof(text) == sizeof(b) || sizeof(text) == sizeof(c)) ){ //still not bed not
moving || not on bed while moving (18 || 14)

```

```

      digitalWrite(alarm1, LOW);
      digitalWrite(alarm2, LOW);
      digitalWrite(sms, LOW);
      delay(1000);

```

```

    }

```

```

    else if (dir == 'o' && (sizeof(text) == sizeof(a) || sizeof(text) == sizeof(d))){ //still on bed not
moving && still on bed while moving (17 || 13)

```

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      digitalWrite(LED, HIGH);
      delay(1000);

```

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    }

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```

    dir='x';

```

```

  }

```

```

}

```

```

if (digitalRead(sensor2)==0){//sensor 2 detects object

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```

  if (dir=='x' && sizeof(text)==sizeof(a)){//if the last movement was unknown
    dir='i';//movement is out going
    //give 2 seconds before ignoring the direction
    Serial.println("direction is IN");
    dir='x';
    delay(1000);
  }
}

```

}

}