

SOURCE CODE

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#include<LiquidCrystal.h>
#include<Servo.h>
LiquidCrystal lcd(A0,A1,A2,A3,A4,A5);
const int servoPin = 3; // Servo pin
const int touchPin = 7; // Pushtouch pin
int ledPin = 5;
int touchState = 0;
int directionState = 0;
Servo myservo;
int pos = 0;
void setup() {
  lcd.begin(16,2);
  lcd.print(" Touch Based");
  lcd.setCursor(0, 1);
  lcd.print("Door Lock System");
  myservo.attach(3);
  pinMode(touchPin, INPUT);
  pinMode(ledPin, OUTPUT);
}
void loop(){
  touchState = digitalRead(touchPin);
  if (directionState == 0){
    if (touchState == HIGH) {
      directionState = 1;
      for(pos = 0; pos < 180; pos += 1)
        digitalWrite(ledPin,1);
      lcd.clear();
      lcd.print("Status: Unlocked");
      lcd.setCursor(0, 1);
      lcd.print("Touch to Lock");
      {
        myservo.write(pos);
        delay(15); // waits 15ms to reach the position
      }
    }
  }
  else if (directionState == 1) {
    if (touchState == HIGH) {
      directionState = 0;
      for (pos = 180; pos>=1; pos -=1)
        digitalWrite(ledPin,0);
      lcd.clear();
      lcd.print("Status: Locked");
      lcd.setCursor(0, 1);
      lcd.print("Touch to Unlock");
      {
```

```
    myservo.write(pos);  
    delay(15);  
  }  
}  
}
```