Interfacing of RGB LED with Arduino and display all possible colours.

```
int redPin= 9;
int greenPin = 6; int
bluePin = 5; void setup()
       pinMode(redPin, OUTPUT); pinMode(greenPin,
       OUTPUT); pinMode(bluePin, OUTPUT);
       }
       void loop()
       { int
       i,j,k;
        for(i=0;i<255;i++)
         analogWrite(redPin, i);
       analogWrite(greenPin, 128);
       analogWrite(bluePin, 128); delay(1000);
        }
        for(j=0;j<255;j++)
        {
         analogWrite(greenPin, j);
       analogWrite(bluePin, 128);
       analogWrite(redPin, 128); delay(1000);
        }
        for(k=0;k<255;k++)
        {
         analogWrite(bluePin, k);
       analogWrite(redPin, 128);
       analogWrite(greenPin, 128); delay(1000);
        }
       }
```

Interfacing of LDR with Arduino and program for displaying the light Intensity

```
int ldrPin = A0; // Analog input pin for LDR int ldrValue; // Variable to store LDR
value void setup()
{
  pinMode(ldrPin,INPUT);
  Serial.begin(9600); // Initialize serial communication for debugging
}
  void loop()
{
    int readValue;
  float realValue;
    readValue = analogRead(ldrPin);
  realValue = (5.0/1024.0)*readValue;
    Serial.println(realValue);
}
```

Interfacing of DC motor with Arduino and speed control using PWM.

```
Clockwise and anti clockwise
// Define motor control pins
int motorPin1 = 9; // Motor input 1
int motorPin2 = 10; // Motor input 2
void setup() {
// Set motor control pins as OUTPUT
 pinMode(motorPin1, OUTPUT);
 pinMode(motorPin2, OUTPUT);
}
void loop() {
// Rotate clockwise
 digitalWrite(motorPin1, HIGH);
 digitalWrite(motorPin2, LOW);
// Set PWM speed (0 to 255)
 analogWrite(motorPin2, 150); // Adjust speed as needed
// Delay for 2 seconds
 delay(2000);
// Rotate anticlockwise
 digitalWrite(motorPin1, LOW);
 digitalWrite(motorPin2, HIGH);
// Set PWM speed (0 to 255)
 analogWrite(motorPin2, 100); // Adjust speed as needed
 // Delay for 2 seconds
```

```
delay(2000);

// Stop the motor
digitalWrite(motorPin1, LOW);
digitalWrite(motorPin2, LOW);

// Delay for 2 seconds before repeating the loop delay(2000);
}
```

```
LCD name and roll no.
#include <LiquidCrystal.h>
// Initialize the LCD with the appropriate pins
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
void setup() {
 // Set up the LCD columns and rows
 lcd.begin(16, 2);
}
void loop() {
 // Clear the LCD screen
 lcd.clear();
 // Display your name on the first line
 lcd.setCursor(0, 0);
 lcd.print("Your Name");
 // Display your roll number on the second line
 lcd.setCursor(0, 1);
 lcd.print("Roll Number");
 // Delay for a while before clearing the screen again
 delay(2000);
}
```

```
Lm35
#define sensorPin A0
void setup() {
Serial.begin(9600);
}
void loop() {
                                // Get a reading from the temperature sensor:
int reading = analogRead(sensorPin);
                                           //Convert digital data into analog by multiplying
by 5000 and dividing by 1024
float voltage = reading * (5000 / 1024.0); // Convert the voltage into the temperature in
degree Celsius: float float
temperatureC = voltage / 10;
float temperatureF=(temperatureC*1.8)+32;
                                                   // Converting to Fahrenheit// Print the
temperature in Celsius into the Serial Monitor:
Serial.print("Temperature in Celsius = ");
Serial.print(temperatureC);
Serial.println("C");
                                // Print the temperature in Celsius into the Serial Monitor:
Serial.print("Temperature in Fahrenheit = ");
Serial.print(temperatureF);
Serial.println("F"); Serial.print("\n"); delay(1000);
// wait a second between readings
}
```

Bluetooth

```
#include <SoftwareSerial.h>
SoftwareSerial bluetooth(10, 11); // RX, TX
int ledPin1 = 2;
int ledPin2 = 3;
int ledPin3 = 4;
int ledPin4 = 5;
void setup() {
 pinMode(ledPin1, OUTPUT);
 pinMode(ledPin2, OUTPUT);
 pinMode(ledPin3, OUTPUT);
 pinMode(ledPin4, OUTPUT);
 // Serial communication with Bluetooth module
 Serial.begin(9600);
 bluetooth.begin(9600);
}
void loop() {
 if (bluetooth.available() > 0) {
  char command = bluetooth.read();
  // Turn on all LEDs
  if (command == '1') {
   digitalWrite(ledPin1, HIGH);
   digitalWrite(ledPin2, HIGH);
   digitalWrite(ledPin3, HIGH);
   digitalWrite(ledPin4, HIGH);
```

```
}
// Turn off all LEDs
else if (command == '0') {
    digitalWrite(ledPin1, LOW);
    digitalWrite(ledPin2, LOW);
    digitalWrite(ledPin3, LOW);
    digitalWrite(ledPin4, LOW);
}
```

```
import time import RPi.GPIO as GPIO
RUNNING = True
HIGH = 1
LOW = 0
DetectPin = 4
led = 8
def InitSystem():
      GPIO.setmode(GPIO.BCM)
GPIO.setup(DetectPin,GPIO.IN,pull_up_down=GPIO.PUD_UP)
      GPIO.setup(led,GPIO.OUT)
      return
def DetectPerson():
      while True:
             input_state = GPIO.input(DetectPin)
             time.sleep(0.3)
             if input_state == 0:
                    return LOW
                                       else:
                   return HIGH
try:
      print ("\nCounting using IR LED\n")
print ("-----\n")
      InitSystem()
      count =0;
      while RUNNING:
             state = DetectPerson()
             if state == LOW:
```

IR sensor with Raspberry pi

```
count+=1

print ("person count =%d" %count)

GPIO.output(led,LOW)

time.sleep(1)

GPIO.output(led,HIGH)
```

If CTRL+C is pressed the main loop is broken except

KeyboardInterrupt:

RUNNING = False

Actions under 'finally' will always be called finally:

Stop and finish cleanly so the pins# are available to be used againGPIO.cleanup()