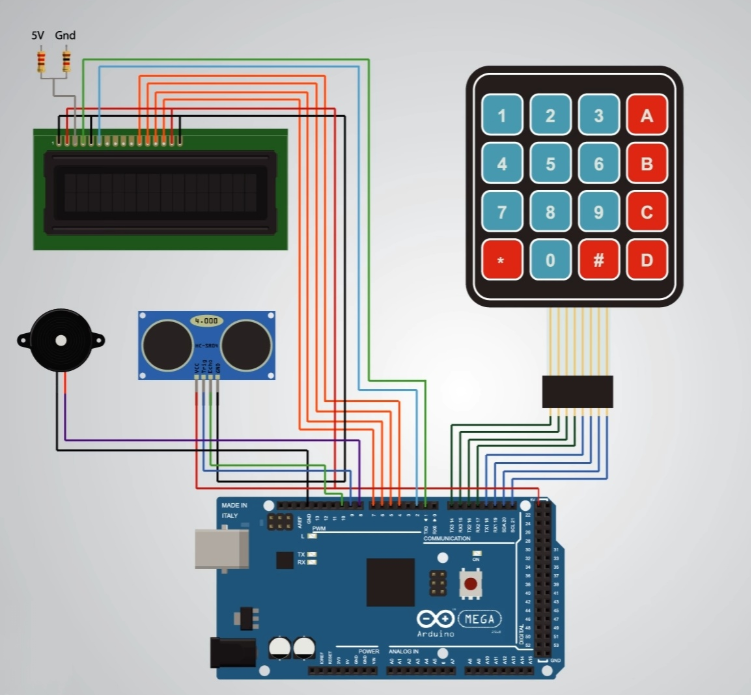
CIRCUIT DIAGRAM



CODE FOR WORKNG CIRCUIT

1. #include <LiquidCrystal.h> // includes the LiquidCrystal Library
2. #include <Keypad.h>
3. #define buzzer 8
4. #define trigPin 9
5. #define echoPin 10
6. **long** duration;
7. **int** distance, initialDistance, currentDistance, i;
8. **int** screenOffMsg =0;
9. String password="1234";
10. String tempPassword;
11. boolean activated = **false**; // State of the alarm
12. boolean isActivated;
13. boolean activateAlarm = **false**;
14. boolean alarmActivated = **false**;
15. boolean enteredPassword; // State of the entered password to stop the alarm
16. boolean passChangeMode = **false**;
17. boolean passChanged = **false**;
18. **const** byte ROWS = 4; //four rows
19. **const** byte COLS = 4; //four columns
20. **char** keypressed;
21. //define the cymbols on the buttons of the keypads
22. **char** keyMap[ROWS][COLS] = {
23. {'1','2','3','A'},
24. {'4','5','6','B'},
25. {'7','8','9','C'},
26. {'\*','0','#','D'}
27. };
28. byte rowPins[ROWS] = {14, 15, 16, 17}; //Row pinouts of the keypad
29. byte colPins[COLS] = {18, 19, 20, 21}; //Column pinouts of the keypad
30. Keypad myKeypad = Keypad( makeKeymap(keyMap), rowPins, colPins, ROWS, COLS);
31. LiquidCrystal lcd(1, 2, 4, 5, 6, 7); // Creates an LC object. Parameters: (rs, enable, d4, d5, d6, d7)
32. **void** setup() {
33. lcd.begin(16,2);
34. pinMode(buzzer, OUTPUT); // Set buzzer as an output
35. pinMode(trigPin, OUTPUT); // Sets the trigPin as an Output
36. pinMode(echoPin, INPUT); // Sets the echoPin as an Input
37. }

**Required Components**

* Keyboard
* LCD 16×02
* Ultrasonic Sensor
* Buzzer
* Arduino Board
* Breadboard and Jump Wires

***PRECATIONS***

* Connections should be tight.
* Circuit must be properly connect.
* All required componente should work properly.