

```
const int buzzerPin = 5;

const int ledPin = 6;

const int motionPin = 7;

const int buttonPin = 12;


boolean buzzer_mode = false;


int ledState = LOW;

long previousMillis = 0;

long interval = 100;


void setup()
{

    pinMode(ledPin,OUTPUT);

    pinMode(buzzerPin,OUTPUT);

    pinMode(buttonPin, INPUT);


    delay(5000);

}


void loop()
{

    if (digitalRead(motionPin)) {

        buzzer_mode = true;

    }

}
```

```
if (buzzer_mode){  
    unsigned long currentMillis = millis();  
    if(currentMillis - previousMillis > interval) {  
        previousMillis = currentMillis;  
        if (ledState == LOW)  
            ledState = HIGH;  
        else  
            ledState = LOW;  
  
        digitalWrite(ledPin, ledState);  
    }  
    tone(buzzerPin,1000);  
}
```

```
if (buzzer_mode == false) {
```

```
    noTone(buzzerPin);  
    digitalWrite(ledPin, LOW);  
}
```

```
int button_state = digitalRead(buttonPin);  
if (button_state) {buzzer_mode = false;}  
}
```