```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27,16,2);
#include <Servo.h>
Servo myservo;
int IR1 = 2;
int IR2 = 3;
int Slot = 4;
int flag1 = 0;
int flag2 = 0;
void setup() {
  Serial.begin(9600);
    lcd.init();
    lcd.backlight();



pinMode(IR1, INPUT);
pinMode(IR2, INPUT);


myservo.attach(4);
myservo.write(100);
lcd.setCursor (0,0);
lcd.print("     ARDUINO    ");
lcd.setCursor (0,1);
```

```
lcd.print(" PARKING SYSTEM ");
delay (2000);
lcd.clear();
}
void loop(){
if(digitalRead (IR1) == LOW && flag1==0){
if(Slot>0){flag1=1;
if(flag2==0){myservo.write(0); Slot = Slot-1;}
}else{
lcd.setCursor (0,0);
lcd.print("    SORRY :(    ");
lcd.setCursor (0,1);
lcd.print("  Parking Full  ");
delay (3000);
lcd.clear();
}
}
if(digitalRead (IR2) == LOW && flag2==0){flag2=1;
if(flag1==0){myservo.write(0); Slot = Slot+1;}
}
if(flag1==1 && flag2==1){
delay (1000);
myservo.write(100);
flag1=0, flag2=0;
```

```
}
lcd.setCursor (0,0);
lcd.print("    WELCOME!    ");
lcd.setCursor (0,1);
lcd.print("Slot Left: ");
lcd.print(Slot);
}
```