

```
//Project- Burglar Alarm
//2851,2852,2853,2854,2855
```

```
#include <reg51.h>
#define lcd P3
sbit PIR=P1^0;
sbit rs=P2^0;
sbit rw=P2^1;
sbit en=P2^2;
sbit buzzer=P2^3;
```

```
void lcd_init();
void cmd(unsigned char);
void dat(unsigned char);
void delay();
void lcd_string(char *s);
```

```
void main()
{
```

```
    long int i;
    lcd_init();
    lcd_string("ALARM DETECTOR");
    while(1)
    {
        if(PIR==1)
        {
            cmd(0xC0);
            buzzer=1;
            lcd_string("DETECTED");
            delay();
        }
        else
        {
            cmd(0xC0);
            buzzer=0;
            lcd_string("    ");
        }
    }
```

```
//when person detected
```

```
//position cursor to 2nd line of LCD
//buzzer ON
//print on LCD screen
//generating delay
```

```
//when person not detected
```

```
//position cursor to 2nd line of LCD
//buzzer OFF
//print on LCD screen
```

```
}
void lcd_init()
{
```

```
    cmd(0x38);
    cmd(0x0E);
    cmd(0x06);
    cmd(0x01);
    cmd(0x80);
}
```

```
//2 lines, 5x7 matrix
//display on, cursor on
//increment cursor
//clear screen
//setting cursor at line1
```

```
void cmd(unsigned char a)
{
```

```
    lcd=a;
    rs=0;
```

```
//Register_select high
```

```

        rw=0;
        en=1;
        delay();
        en=0;
    }
    void dat(unsigned char b)
    {
        lcd=b;
        rs=1;
        rw=0;
        en=1;
        delay();
        en=0;
    }
    void lcd_string(char *s)
    {
        while(*s)
        {
            dat(*s++);
        }
    }
    void delay()
    {
        unsigned int i;
        for(i=0;i<20000;i++);
    }

```

//Read/write pin low
 //EN pin low
 //generating delay
 //EN pin low

//Register_select high
 //Read/write pin low
 //EN pin low
 //generating delay
 //EN pin low

//printing string passes as argument

//generating delay

