```
#include <SoftwareSerial.h>

SoftwareSerial bluetooth(0, 1); // RX, TX

int soil = A0;
int relay = 3;
bool overrideMode = false; // Variable to track override mode

void setup() {
  pinMode(soil, INPUT);
  pinMode(relay, OUTPUT);
  digitalWrite(relay, HIGH);
  Serial.begin(9600);
  bluetooth.begin(9600); // Start Bluetooth serial communication
}

void loop() {
  int soilData = analogRead(soil);
  Serial.print("Soil DATA:");
  Serial.println(soilData);

  if (bluetooth.available()) { // Check if data is available from Bluetooth
    char command = bluetooth.read(); // Read the command sent via Bluetooth
    if (command == '1') { // If '1' is received, enter override mode
      overrideMode = true;
      digitalWrite(relay, LOW); // Turn on the motor
    } else if (command == '2') { // If '2' is received, exit override mode
      overrideMode = false;
    }
  }

  if (!overrideMode) { // If not in override mode, follow normal operation
based on soil moisture
    if (soilData > 900) {
      digitalWrite(relay, LOW); // Turn on the motor if soil is dry
    } else {
      digitalWrite(relay, HIGH); // Turn off the motor if soil is wet
    }
  }
}
```

```
#include <SoftwareSerial.h>

SoftwareSerial bluetooth(0, 1); // RX, TX

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void setup() {
  pinMode(soil, INPUT);
  pinMode(relay, OUTPUT);
  digitalWrite(relay, HIGH);
  Serial.begin(9600);
  bluetooth.begin(9600); // Start Bluetooth serial communication
}

void loop() {
  int soilData = analogRead(soil);
  Serial.print("Soil DATA:");
  Serial.println(soilData);

  if (bluetooth.available()) { // Check if data is available from Bluetooth
    char command = bluetooth.read(); // Read the command sent via Bluetooth
    if (command == '1') { // If '1' is received, force motor on
      overrideMode = true;
      digitalWrite(relay, LOW); // Turn on the motor
    } else if (command == '2') { // If '2' is received, force motor off
      overrideMode = false;
      digitalWrite(relay, HIGH); // Turn off the motor
    } else if (command == '3') { // If '3' is received, operate based on
soil moisture
      overrideMode = false;
      if (soilData > 900) {
        digitalWrite(relay, LOW); // Turn on the motor if soil is dry
      } else {
        digitalWrite(relay, HIGH); // Turn off the motor if soil is wet
      }
    }
  }

  if (!overrideMode) { // If not in override mode, follow normal operation
based on soil moisture
    if (soilData > 900) {
      digitalWrite(relay, LOW); // Turn on the motor if soil is dry
    } else {
      digitalWrite(relay, HIGH); // Turn off the motor if soil is wet
    }
  }
}
```