**Temperature And Humidity Based Alaram**

**Name : C.S.CEBIN RAJA**

**Requirements** 

Python software

**Steps**

1. Open Cmd
2. Give the command “ pip install pygame “
3. Open python and run the code
4. Download any one warning sound rename it as “sound.mp3” in the same location

**Source code**

import pygame pygame.init() pygame.mixer.init() import random

temperature = random.uniform(20, 40) humidity = random.uniform(40, 80) print(f"Temperature: {temperature}°C") print(f"Humidity: {humidity}%") if temperature > 30: print("High temperature detected!") pygame.mixer.music.load("sound.mp3") pygame.mixer.music.play() if humidity > 70:

print("High humidity detected!") pygame.mixer.music.load("sound.mp3") pygame.mixer.music.play() pygame.time.wait(5000)

pygame.mixer.music.stop() pygame.mixer.quit()