

SENSORES – ACTIVIDAD 1

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Sensor de distancia

```
#include <LiquidCrystal_I2C.h>

#include <Wire.h>

LiquidCrystal_I2C lcd(0x3F,20,4);

int disparador = 2;

int entrada=0;

void setup() {

    // put your setup code here, to run once:

    Serial.begin(9600);

    Wire.begin(D2,D1);

    lcd.begin();

    lcd.backlight();

    lcd.clear();

    lcd.home();

    pinMode(disparador, OUTPUT);

    pinMode(entrada, INPUT);

}

void loop() {

    lcd.clear();

    long tiempo;

    float distancia;

    digitalWrite(disparador, HIGH);

    delayMicroseconds(10);

    digitalWrite(disparador, LOW);

    tiempo = (pulseIn(entrada,HIGH)/2);

    distancia = float(tiempo*0.0343);

    lcd.setCursor(1,1);

    lcd.print("Distancia: ");

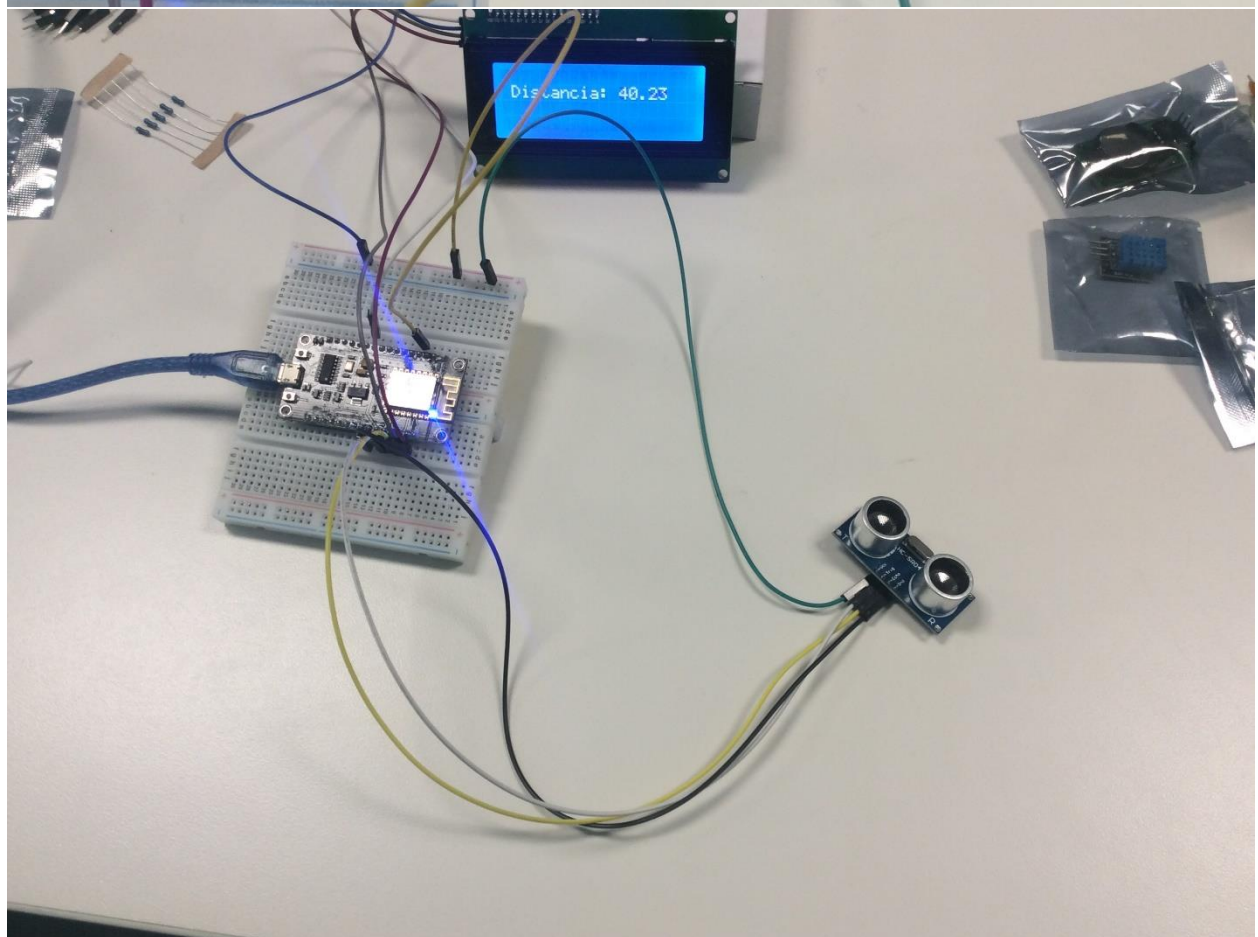
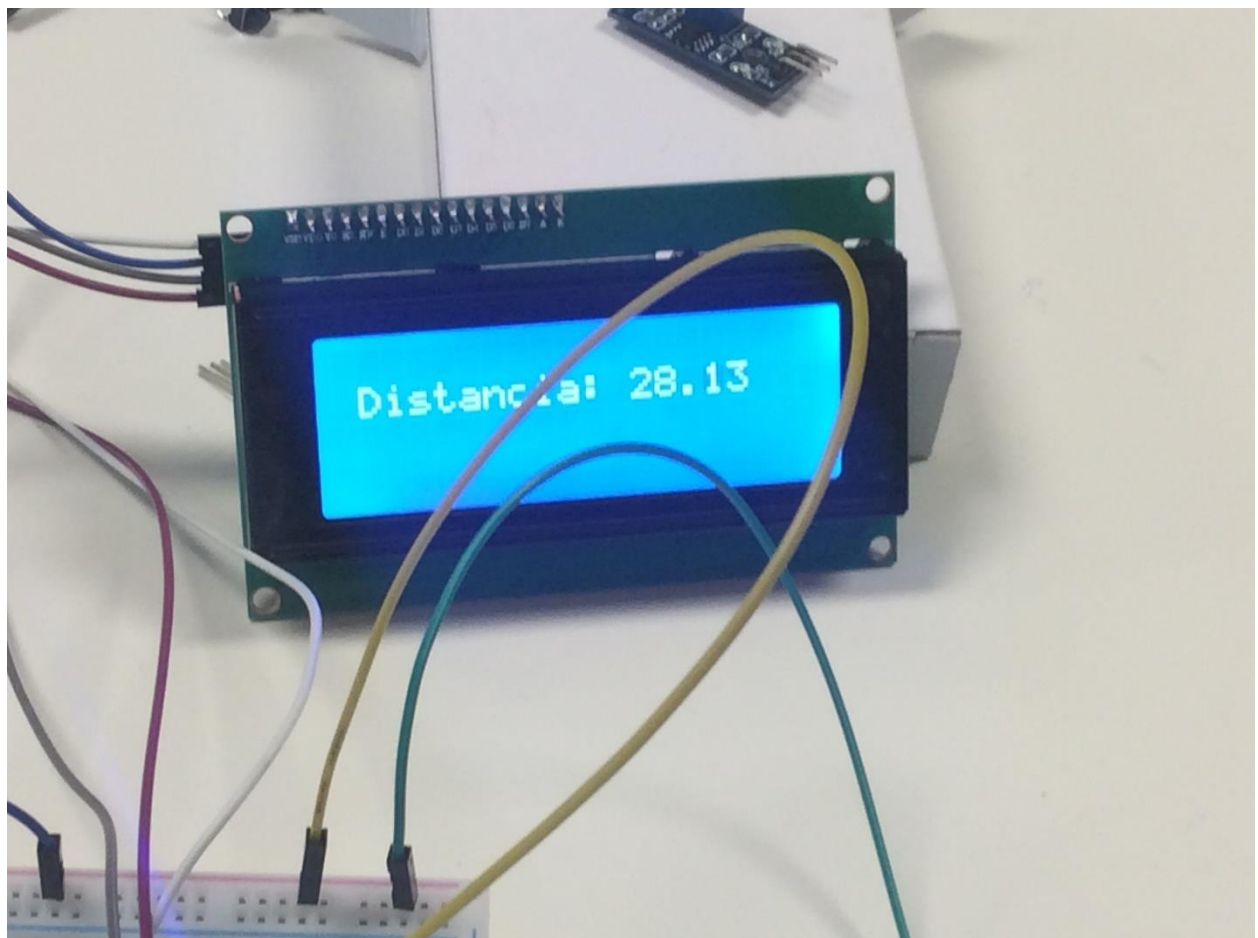
    lcd.print(distancia);

    delay(500);

}
```



}}



Sensor de movimiento

```
#include <LiquidCrystal_I2C.h>

#include <Wire.h>

LiquidCrystal_I2C lcd(0x3F,20,4);

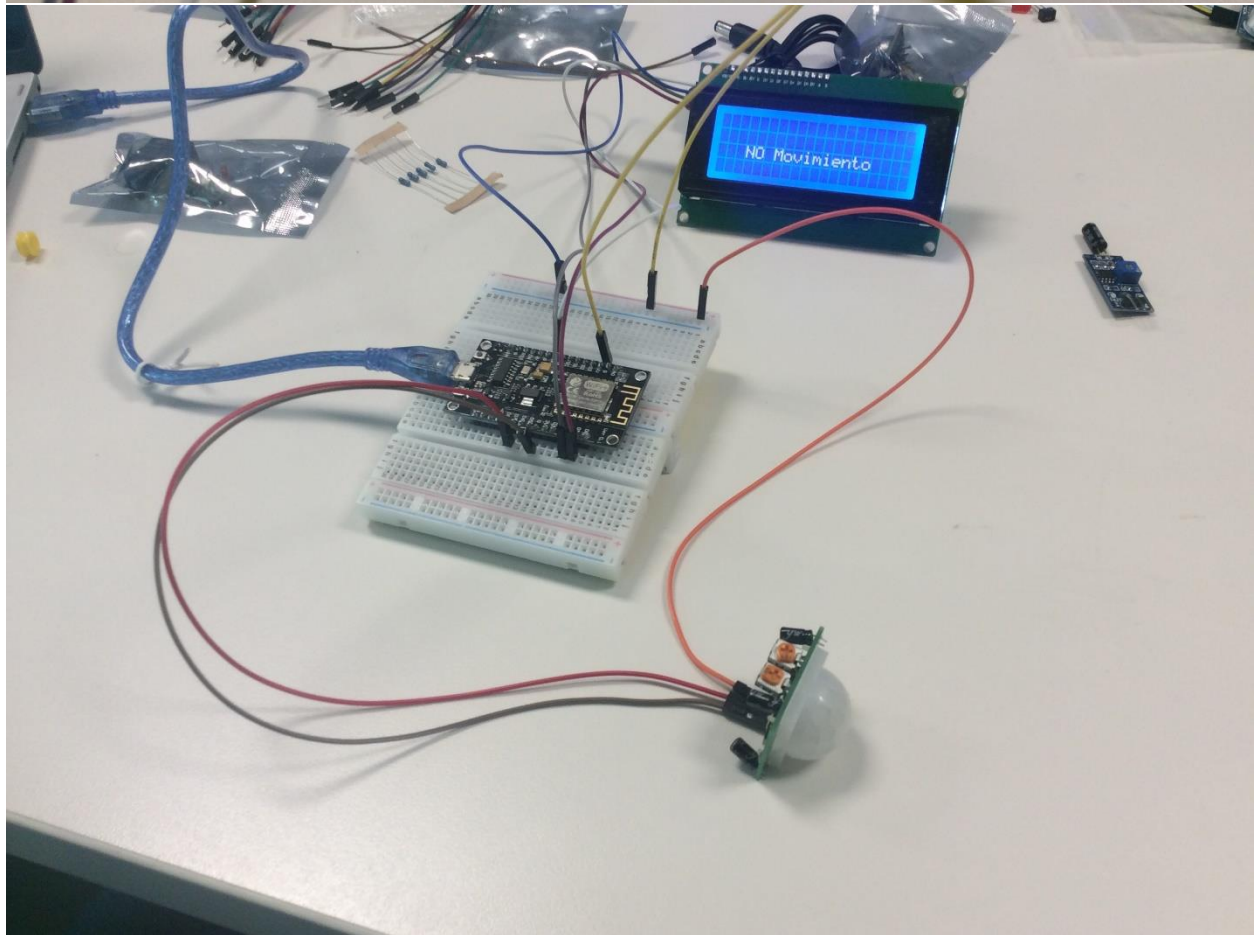
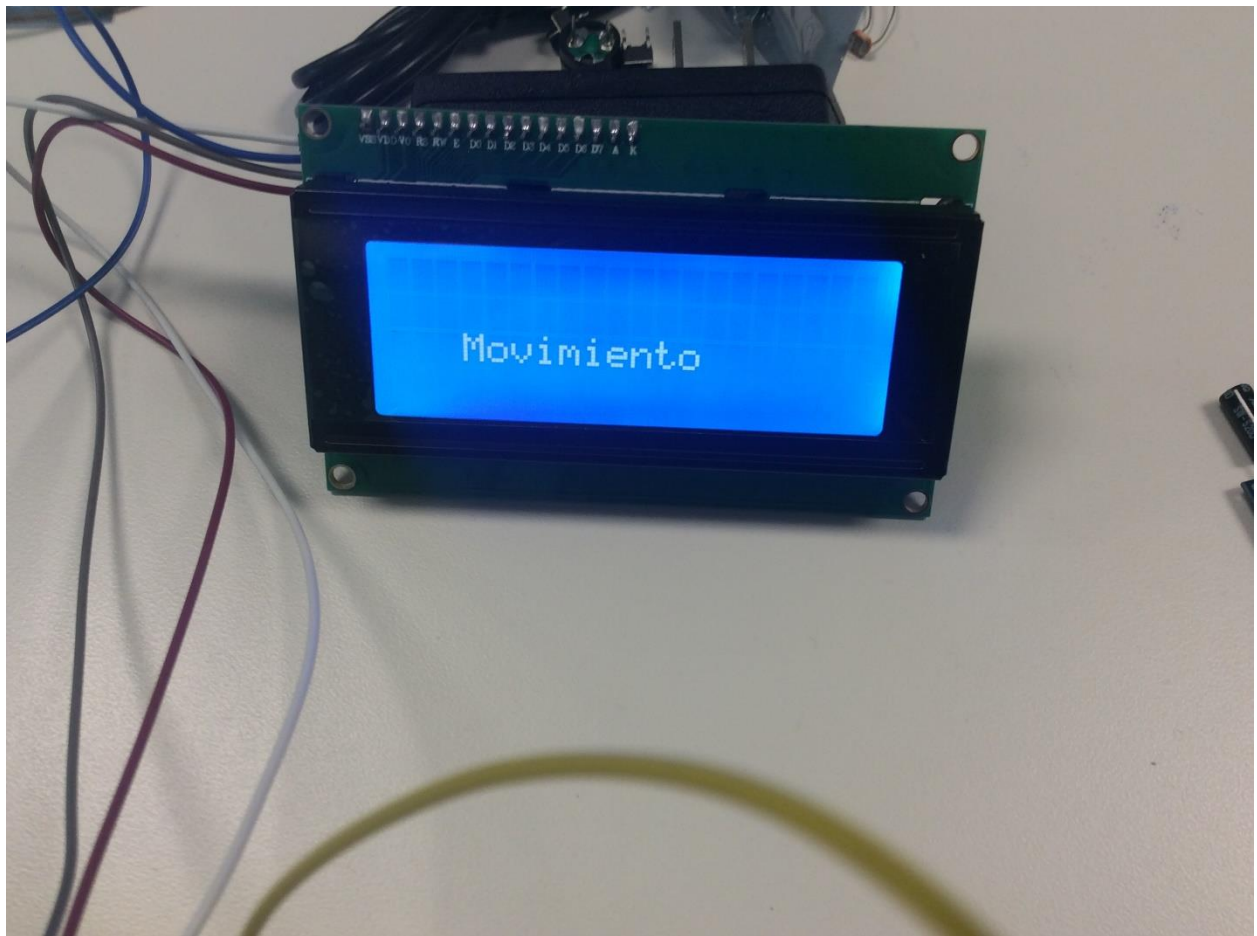
int led = 12;

int sensor = 13;

void setup() {
    Serial.begin(9600);
    Wire.begin(D2,D1);
    lcd.begin();
    lcd.backlight();
    lcd.clear();
    lcd.home();
    pinMode(sensor, INPUT);
    pinMode(led, OUTPUT);
}

void loop() {
    lcd.clear();
    lcd.setCursor(3,2);
    long state = digitalRead(sensor);
    delay(100);
    if (state == HIGH){
        digitalWrite(led, HIGH);
        lcd.print("Movimiento");
    } else {
        digitalWrite(led, LOW);
        lcd.print("NO Movimiento");
    }
    delay(500);
}
```





Sensor de temperatura/humedad

```
#include "DHT_U.h"

#include "DHT.h"

#define dht_dpin 15

#define DHTTYPE DHT11

#include <LiquidCrystal_I2C.h>

#include <Wire.h>

LiquidCrystal_I2C lcd(0x3F,20,4);

DHT dht(dht_dpin, DHTTYPE);

void setup() {
  dht.begin();

  Serial.begin(9600);

  Wire.begin(D2,D1);

  lcd.begin();

  lcd.backlight();

  lcd.clear();

  lcd.home();
}

void loop() {
  // put your main code here, to run repeatedly:

  lcd.clear();

  float h= dht.readHumidity();

  float t= dht.readTemperature();

  lcd.setCursor(1,0);

  lcd.print("Humedad: ");

  lcd.print(h);

  lcd.setCursor(1,2);

  lcd.print("Temperatura: ");

  lcd.print(t);

  delay(1000);
}
```




Sensor de vibración

*No tenemos fotos del puro sensor de vibración pero tenemos una de todos funcionando donde aparece el sensor de vibración al final de la pantalla.

```
#include <LiquidCrystal_I2C.h>

#include <Wire.h>

int sensor=14;

LiquidCrystal_I2C lcd(0x3F,20,4);

void setup() {

    // put your setup code here, to run once:

    Serial.begin(9600);

    pinMode(sensor,INPUT);

    lcd.begin();

    lcd.backlight();

    lcd.clear();

    lcd.home();

}

void loop() {

    // put your main code here, to run repeatedly:

    lcd.clear();

    int shock=(digitalRead(sensor));

    if(shock==1){

        lcd.setCursor(0,1);

        lcd.print("SHOCK: TRUE");

    }

    else{

        lcd.setCursor(0,1);

        lcd.print("SHOCK: FALSE");

    }

}
```

