

## Programs

### 1) Temperature sensor (last minute engineers - lm35 temp)

```
#define sensorPin A0
```

```
void setup() {
```

```
  Serial.begin(9600);
```

```
}
```

```
void loop() {
```

```
  int reading = analogRead(sensorPin);
```

```
  float voltage = reading * (5.0 / 1024.0);
```

```
  float temperatureC = voltage * 100;
```

```
  Serial.print("Temperature: ");
```

```
  Serial.print(temperatureC);
```

```
  Serial.print(" °C \r\n");
```

```
  Serial.print("C 1 ");
```

```
  float temperatureF = (temperatureC * 9.0 / 5.0) + 32.0;
```

```
  Serial.print(temperatureF);
```

```
  Serial.print(" °F \r\n");
```

```
  Serial.println("F");
```

```
  delay(1000);
```

```
}
```

### 2) Fire sensor

```
int buzPin = 13;
```

```
int flameSensorPin = 10;
```

```
int flamePin = HIGH;
```

```
void setup() {
```

```
  pinMode(buzPin, OUTPUT);
```

```
  pinMode(flameSensorPin, INPUT);
```

```
  Serial.begin(9600);
```

```
}
```

```

void loop() {
  flame-pin = digitalRead ( flameSensor-pin );
  if ( flame-pin == LOW )
  {
    Serial.println ( "Alert, Flame detected" );
    digitalWrite ( buz-pin, HIGH );
  }
  else
  {
    Serial.println ( "No flame detected" );
    digitalWrite ( buz-pin, LOW );
  }
}

```

---

### Humidity sensor

```

#include dht.h
#define dht_apin A0
DHT DHT;

void setup() {
  Serial.begin ( 9600 );
  delay ( 500 );
  Serial.println ( "Humidity" );
  delay ( 1000 );
}

void loop() {
  DHT.read11 ( dht_apin );
  Serial.print ( "current humidity=" );
  Serial.print ( DHT.humidity );
  Serial.print ( " % temperature=" );
  Serial.print ( DHT.temperature );
  Serial.println ( " C" );
  delay ( 5000 );
}

```



## Big Sound / Small Sound sensor

```
void setup() {  
  Serial.begin(9600);  
}  
void loop() {  
  int sensorValue = AnalogRead(A0);  
  Serial.println(sensorValue);  
}
```

## Touch sensor

```
void setup() {  
  pinMode(13, OUTPUT);  
  pinMode(08, INPUT);  
  Serial.begin(9600);  
}  
void loop() {  
  if (digitalRead(08) == HIGH) {  
    Serial.println("touched");  
    delay(500);  
  }  
  else {  
    Serial.println("Sensor is not touched");  
    delay(500);  
  }  
}
```

## Tracking Sen

```
void setup() {  
  Serial.begin(9600);  
}  
void loop() {  
  Serial.print(digitalRead(8));  
  delay(500);  
}
```

## Mercury tilt switch

```
void Setup() {  
  pinMode(3, OUTPUT)  
  pinMode(4, INPUT)  
  Serial.begin(9600);  
}
```

```
void loop() {
```

```
  if (digitalRead(4) == 1)
```

```
  {  
    Serial.print("tilted\n");  
    digitalWrite(3, HIGH);  
    delay(300);  
    digitalWrite(3, LOW);  
    delay(300);
```

```
  }
```

```
  else
```

```
  {  
    Serial.print("not tilted");  
    delay(300);
```

```
  }  
}
```

---

## Ball Switch

← same as Mercury

## Button :

```
const int BUTTON_PIN = 6;
int lastState = HIGH;
int currentState;

void setup() {
    Serial.begin(9600);
    pinMode(BUTTON_PIN, INPUT_PULLUP);
}

void loop() {
    currentState = digitalRead(BUTTON_PIN);
    if ((lastState == LOW) && (currentState == HIGH))
    {
        Serial.println("Button is pressed");
        delay(1000);
    }
    else
    {
        Serial.println("Button not pressed");
        delay(1000);
    }
    lastState = currentState;
}
```

## RGB led:

```
int red-light-pin = 11;
int green-light-pin = 10;
int blue-light-pin = 9;

void setup() {
    pinMode(red-light-pin, OUTPUT);
    pinMode(green-light-pin, OUTPUT);
    pinMode(blue-light-pin, OUTPUT);
}

void loop() {
    RGB-color(255, 0, 0); // Red
    delay(1000);
    RGB-color(0, 255, 0); // Green
    delay(1000);
    RGB-color(0, 0, 255); // Blue
    delay(1000);
}
```



```

RGB-color (255, 255, 125);           // Raspberry
delay (1000);
RGB-color (0, 255, 255);             // Cyan
delay (1000);
RGB-color (255, 0, 255);             // Magenta
delay (1000);
RGB-color (255, 255, 0);             // Yellow
delay (1000);
RGB-color (255, 255, 255);           // White
delay (1000);
}

```

```

void RGB-color (int red-light-value, int green-light-value, int blue-light-value)
{
    analogWrite (red-light-pin, red-light-value);
    analogWrite (green-light-pin, green-light-value);
    analogWrite (blue-light-pin, blue-light-value);
}

```

```

// segmental
#define segmentA 7
          B C D E F G
          6 5 4 3 2 1

void Show-num (int num)
{
    switch (num) {
        case 0: digitalWrite (segmentA, LOW);
                  1 2 3 4 5 6 7 8 9 default
    }

    void setup() {
        pinMode (segmentA, OUTPUT);
    }

    void loop() {
        for (int i;
            for (i=0; i<=9; i++)
            {
                Show-num (i);
                delay (1000);
            }
        for (i=9; i>=0; i--)
        {
            Show-num (i);
            delay (1000);
        }
    }
}

```

## Rotary encoder

```
#define encoderOPinA 2
#define encoderOPinB 3
#define encoderOBtn 4

int encoderPos = 0;

void setup() {
  Serial.begin(9600);
  pinMode(encoderOPinA, INPUT_PULLUP);
  pinMode(encoderOPinB, INPUT_PULLUP);
  pinMode(encoderOBtn, INPUT_PULLUP);
  attachInterrupt(0, doEncoder, CHANGE);
}

int valRotary, lastValRotary;

void loop() {
  int btn = digitalRead(encoderOBtn);
  Serial.print(btn);
  Serial.print(" ");
  Serial.print(valRotary);
  if (valRotary > lastValRotary) {
    Serial.print(" cw");
  }
  if (valRotary < lastValRotary) {
    Serial.print(" ccw");
  }
  lastValRotary = valRotary;
  Serial.println("");
  delay(250);
}

void doEncoder() {
  if (digitalRead(encoderOPinA) == digitalRead(encoderOPinB)) {
    encoderPos++;
  } else {
    encoderPos--;
  }
  valRotary = encoderPos / 2.5;
}
```



## 7-color LED

```
int Led = 4;

void setup() {
  pinMode(LED, OUTPUT);
  Serial.begin(9600);
}

void loop() {
  Serial.println("LED is on");
  digitalWrite(Led, HIGH);
  delay(10000);
  Serial.println("LED off");
  digitalWrite(Led, LOW);
  delay(2000);
}
```

## Heart beat

```
void setup() {
  pinMode(A0, INPUT);
  Serial.begin(9600);
}

void loop() {
  float pulse;
  int sum = 0;
  for (int i = 0; i < 20; i++) {
    sum += analogRead(A0);
  }
  pulse = sum / 20000;
  Serial.println(pulse);
  delay(1000);
}
```