

Line Follower & Obstacles Avoiding Robot:

```
#define IN1 2
```

```
#define IN2 3
```

```
#define IN3 4
```

```
#define IN4 5
```

```
#define speedL 10
```

```
#define speedR 6
```

```
#define sensorL 7
```

```
#define sensorR 8
```

```
#define trig 9
```

```
#define echo 11
```

```
long duration,distance;
```

```
int sl=0;
```

```
int sr=0;
```

```
void setup() {
```

```
  pinMode (IN1, OUTPUT);
```

```
  pinMode (IN2, OUTPUT);
```

```
  pinMode (IN3, OUTPUT);
```

```
  pinMode (IN4, OUTPUT);
```

```
  pinMode (speedR, OUTPUT);
```

```
  pinMode (speedL, OUTPUT);
```

```
  pinMode (sensorR, INPUT);
```

```
  pinMode (sensorL, INPUT);
```

```
  pinMode (trig,OUTPUT);
```

```
  pinMode (echo,INPUT);
```

```
}
```

```
void Ultrasonic(){
```

```
digitalWrite(trig, LOW);  
delayMicroseconds (2);  
digitalWrite (trig, HIGH);  
delayMicroseconds(10);  
digitalWrite (trig, LOW);  
duration = pulseIn (echo, HIGH);  
distance = (duration/2) * 0.0343;  
}  
  
void forward()  
{  
digitalWrite (IN1, HIGH);  
digitalWrite (IN2, LOW);  
digitalWrite (IN3, HIGH);  
digitalWrite (IN4, LOW);  
analogWrite (speedL, 100);  
analogWrite (speedR, 100);  
}  
  
void backward()  
{  
digitalWrite (IN1, LOW);  
digitalWrite (IN2, HIGH);  
digitalWrite (IN3, LOW);  
digitalWrite (IN4, HIGH);  
analogWrite (speedL, 150);  
analogWrite (speedR, 150);  
}  
  
void left()  
{  
digitalWrite (IN1, LOW);  
digitalWrite (IN2, LOW);
```

```

digitalWrite (IN3, HIGH);
digitalWrite (IN4, LOW);
analogWrite (speedL, 0);
analogWrite (speedR, 80);
}

void right()
{
digitalWrite (IN1, HIGH);
digitalWrite (IN2, LOW);
digitalWrite (IN3, LOW);
digitalWrite (IN4, LOW);
analogWrite (speedL, 80);
analogWrite (speedR, 0);
}

void stopp()
{
digitalWrite (IN1, LOW);
digitalWrite (IN2, LOW);
digitalWrite (IN3, LOW);
digitalWrite (IN4, LOW);
analogWrite (speedL, 0);
analogWrite (speedR, 0);
}

void loop() {
sl=digitalRead (sensorL);
sr=digitalRead (sensorR);
Ultrasonic();
if (sl==0&&sr==0&&distance>10) {
forward();}
}

```

```
else if (sl==0&&sr==1){  
    right();}  
else if (sl==1&&sr==0){  
    left();}  
else if (sl==1&&sr==1 | distance<10){  
    stopp();}  
}
```