TEAM ID : NM2023TMID06791

PROJECT NAME : IOT BASED ADAPTIVE STRRET LIGHTING SYSTEM

```
#include <LiquidCrystal.h>

// initialize the library with the numbers of the interface pins
LiquidCrystal lcd(8, 9, 10, 11, 12, 13);

Int irPin = 2; // IR pin
Int LED = 3; // LED pin
Int buzzerPin = 4;  //Buzzer pin

Int sensorOut = LOW;  // Initialize

Void setup () {

// set up the LCD's number of columns and rows:
  Lcd.begin(16, 2);

  pinMode(irPin, INPUT);
  pinMode(LED, OUTPUT);
  pinMode(buzzerPin, OUTPUT);

  Serial.begin(9600);
}
```

TEAM ID : NM2023TMID06791

PROJECT NAME : IOT BASED ADAPTIVE STRRET LIGHTING SYSTEM

```
Void loop() {

sensorOut = digitalRead(irPin);

  if (sensorOut == LOW)

  {

    Serial.println("No Obstacle!");
  Lcd.clear();
  Lcd.print("No Obstacle!");

    digitalWrite(LED, LOW);
    digitalWrite(buzzerPin, LOW);

  }

  Else

  {

    Serial.println("Somebody there!");
  Lcd.clear();
```

TEAM ID : NM2023TMID06791

PROJECT NAME : IOT BASED ADAPTIVE STRRET LIGHTING SYSTEM

```
  Lcd.print("Warning!");
  Lcd.setCursor(0,1);
  Lcd.print("Somebody there!");

    digitalWrite(LED, HIGH);
    digitalWrite(buzzerPin, HIGH);

  }

  Delay(200);
}
```