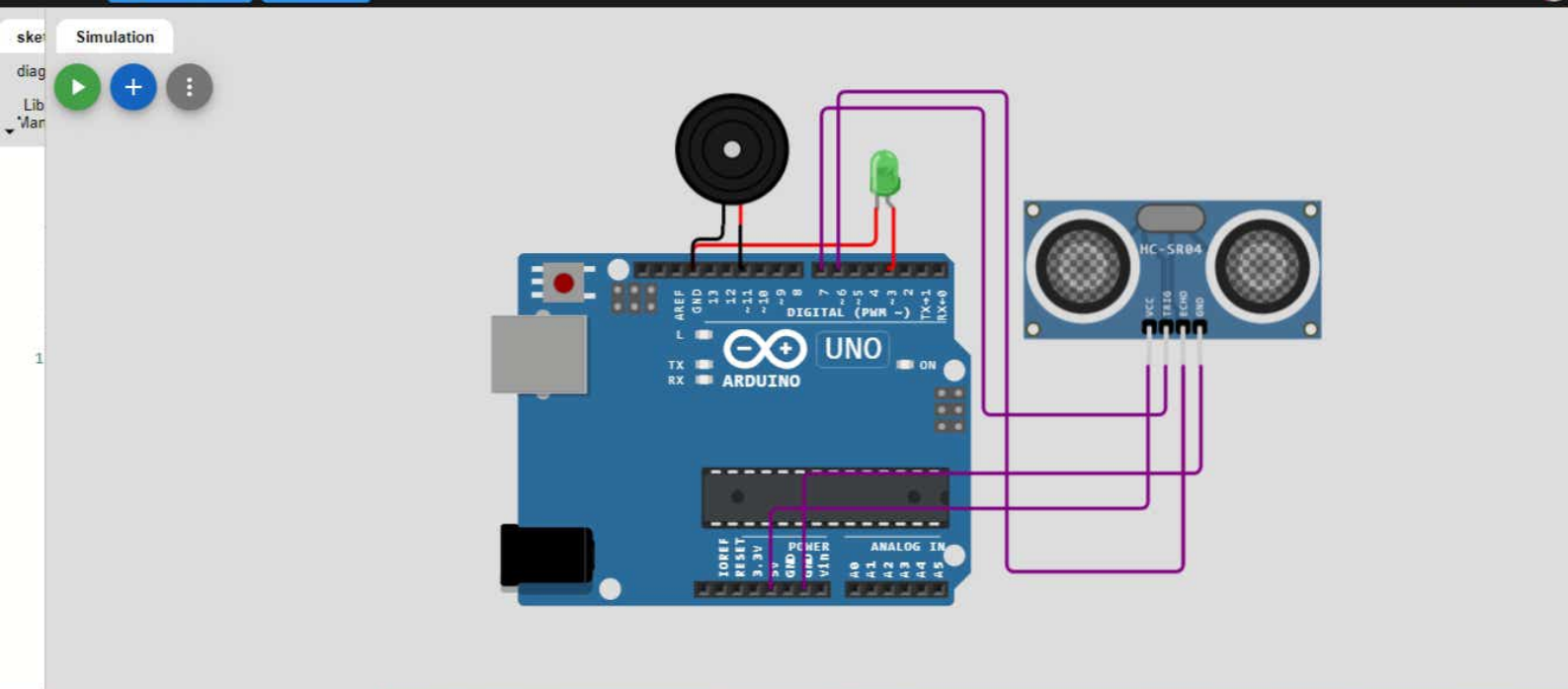


# **ASSIGNMENT-1**

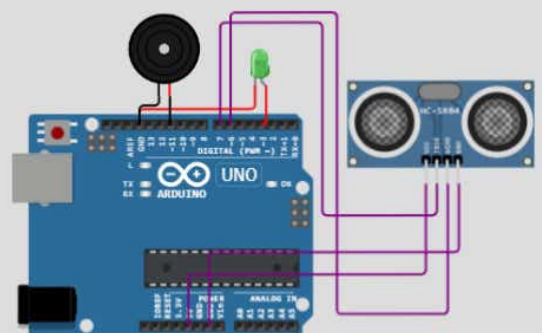
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sketch.ino • diagram.json • Library Manager

```
1 #define pitch 262
2 double duration,distance;
3 void setup()
4 {
5   //setup for Sensor
6   Serial.begin(9600);
7   pinMode(7, OUTPUT);
8   pinMode(6, INPUT);
9   //setup for LED
10  pinMode(3,OUTPUT);
11  //set for speaker
12  pinMode(11,OUTPUT);
13  void loop()
14  {
15    //looping sensor
16    digitalWrite(7, LOW);
17    delayMicroseconds(2);
18    digitalWrite(7, HIGH);
19    delayMicroseconds(10);
20    digitalWrite(7, LOW);
21    delayMicroseconds(2);
22    duration=pulseIn(6,HIGH);
23    distance (duration/2)*8.8343;
24    if(distance<300)
25      digitalWrite(3, HIGH);
26    tone(11, pitch);
27    delay(100);
28    digitalWrite(3, LOW);
29    noTone(11);
```

Simulation



simulation interface showing code and a circuit diagram.

```
13 void loop()
14 {
15   //looping sensor
16   digitalWrite(7, LOW);
17   delayMicroseconds(2);
18   digitalWrite(7, HIGH);
19   delayMicroseconds(10);
20   digitalWrite(7, LOW);
21   delayMicroseconds(2);
22   duration = pulseIn(6, HIGH);
23   distance = (duration/2)*8.8343;
24   if(distance < 300)
25     digitalWrite(3, HIGH);
26     tone(11, pitch);
27     delay(100);
28     digitalWrite(3, LOW);
29     noTone(11);
30     delay(100);
31   else
32   {
33     digitalWrite(3, LOW);
34     noTone(11);
35   }
36 }
37
```

The circuit diagram shows an Arduino Uno connected to a speaker and a buzzer. The speaker is connected to pins 11 and 12. The buzzer is connected to pins 3 and 4. The code implements a sensor loop that triggers a tone and a speaker output based on distance measurements.