

```
#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);
```

```
}
```

```
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();
```

```
Lcd.print("Warning!");
```

```
Lcd.setCursor(0,1);
```

```
Lcd.print("Somebody there!");
```

```
digitalWrite(LED, HIGH);
```

```
digitalWrite(buzzerPin, HIGH);
```

```
}
```

```
Delay(200);
```

```
}
```