

Wicket Sensor

“It does not take much strength to do things, but it requires a great deal of strength to decide what to do.”



Wicket Sensor !!!

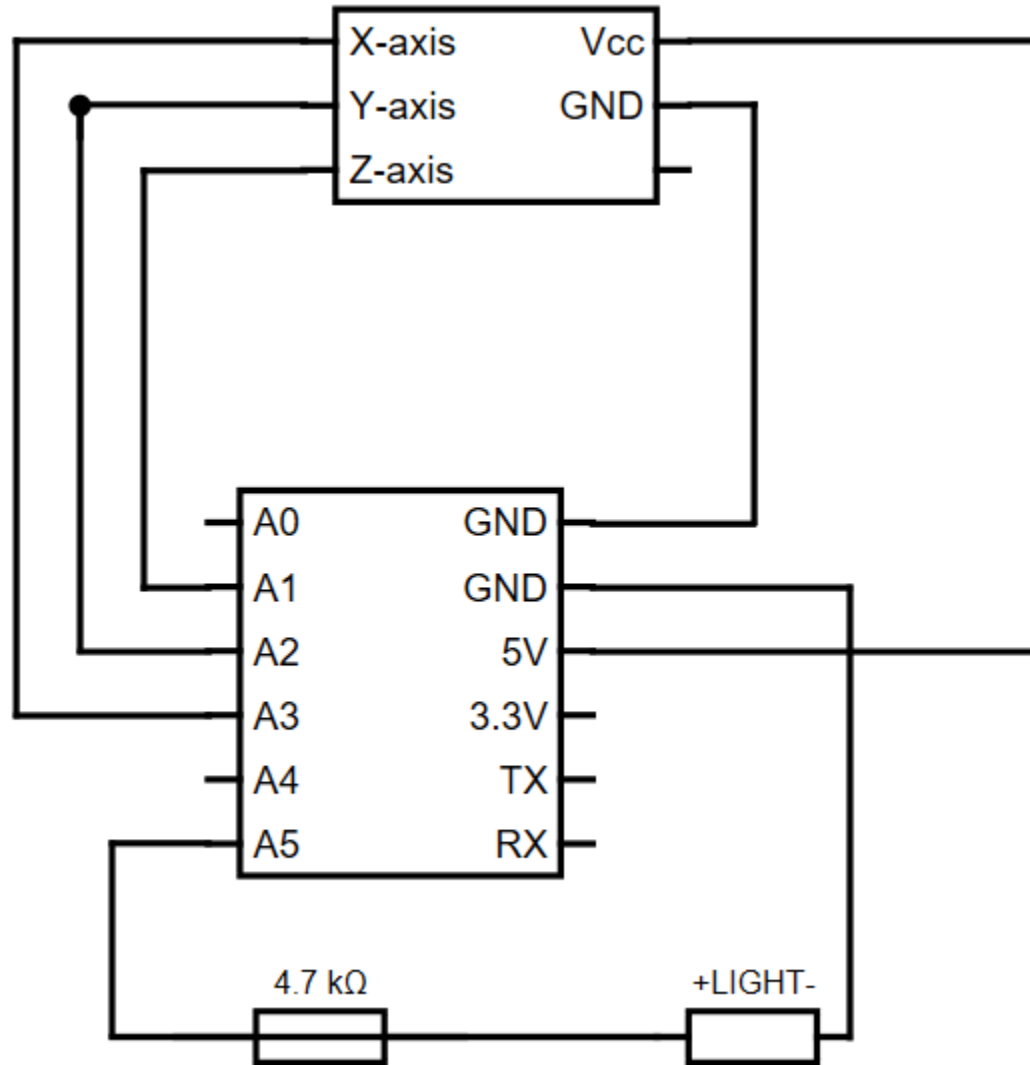
This project is make to light up the Wickets whenever a ball touches the wickets within 700 rupees.....



Apparatus Used :

- ▶ Arduino Uno - 01
- ▶ Data Cable - 01
- ▶ Accelerometer - 01
- ▶ Jumper wires
- ▶ Lights Array
- ▶ Resistors
- ▶ 12V Battery
- ▶ Some plaster

Circuit Diagram :



Arduino Code of My Project !!!

```
const int xpin = A3; // x-axis of the accelerometer
const int ypin = A2; // y-axis of the accelerometer
const int zpin = A1; // z-axis of the accelerometer (only on 3-axis models)
int led=A5;           // Pin A5 is allotted to LED's Array

void setup()
{
  Serial.begin(9600);    // Initialize the serial communications
  pinMode(led,OUTPUT); //LED's are given the output
}
```

```
void loop()
{
  Serial.print(analogRead(xpin)); // print the sensor value of X-axis
  Serial.print("\t");           // print a tab between values
  Serial.print(analogRead(ypin)); // print the sensor value of Y-axis
  Serial.print("\t");           // print a tab between values
  Serial.print(analogRead(zpin)); // print the sensor value of Z-axis
  Serial.println();

  int a= analogRead(xpin);//Alloting 'a' variable to X-axis value
  int b= analogRead(ypin);//Alloting 'b' variable to Y-axis value
  int c= analogRead(zpin);//Alloting 'c' variable to Z-axis value

  if(a>=280 || a<=260|| b>=225 || b<=210|| c>=280 || c<=260)//Keeping a range for the values of Accelerometer
    analogWrite(led,150);

  delay(100);// delay before next reading
}
```

YouTube link :

<https://www.youtube.com/DqHJL8Hz6RE>

The background features abstract, overlapping green geometric shapes in various shades, creating a modern and dynamic look. The shapes are primarily triangles and polygons, some with thin white outlines, set against a white background.

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