```
#include <SoftwareSerial.h>

SoftwareSerial BT(0, 1); //TX, RX respectively
String readvoice;

void setup() {
 BT.begin(9600);
 Serial.begin(9600);
  pinMode(4, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);

}
//----------------------------------------------------------------------//
void loop() {
  while (BT.available()){  //Check if there is an available byte to read
  delay(10); //Delay added to make thing stable
  char c = BT.read(); //Conduct a serial read
  readvoice += c; //build the string- "forward", "reverse", "left" and "right"
  }
  if (readvoice.length() > 0) {
    Serial.println(readvoice);

  if(readvoice == "*forward#")
  {
    digitalWrite(3, HIGH);
    digitalWrite (4, HIGH);
    digitalWrite(5,LOW);
    digitalWrite(6,LOW);
    delay(100);
  }

  else if(readvoice == "*back#")
  {
    digitalWrite(3, LOW);
    digitalWrite(4, LOW);
    digitalWrite(5, HIGH);
    digitalWrite(6,HIGH);
    delay(100);
  }

  else if (readvoice == "*left#")
```

```
 {
   digitalWrite (3,HIGH);
   digitalWrite (4,LOW);
   digitalWrite (5,LOW);
   digitalWrite (6,LOW);
  delay (800);
     digitalWrite(3, HIGH);
   digitalWrite (4, HIGH);
   digitalWrite(5,LOW);
   digitalWrite(6,LOW);
   delay(100);

 }

else if ( readvoice == "*right#")
{
  digitalWrite (3, LOW);
  digitalWrite (4, HIGH);
  digitalWrite (5, LOW);
  digitalWrite (6, LOW);
  delay (800);
     digitalWrite(3, HIGH);
   digitalWrite (4, HIGH);
   digitalWrite(5,LOW);
   digitalWrite(6,LOW);
   delay(100);
}

else if (readvoice == "*stop#")
{
  digitalWrite (3, LOW);
  digitalWrite (4, LOW);
  digitalWrite (5, LOW);
  digitalWrite (6, LOW);
  delay (100);
}
else if (readvoice == "*keep watch in all direction#")
{
  digitalWrite (3, HIGH);
  digitalWrite (4, LOW);
  digitalWrite (5, LOW);
  digitalWrite (6, LOW);
  delay (100);
```

```
 }
  else if (readvoice == "*show me Garba#")
 {
 digitalWrite (3, LOW);
   digitalWrite (4, HIGH);
   digitalWrite (5, LOW);
   digitalWrite (6, LOW);
   delay (400);
      digitalWrite(3, HIGH);
    digitalWrite (4, HIGH);
    digitalWrite(5,LOW);
    digitalWrite(6,LOW);
    delay(600);
    digitalWrite (3, LOW);
   digitalWrite (4, HIGH);
   digitalWrite (5, HIGH);
   digitalWrite (6, LOW);
   delay (500);
   digitalWrite (3, HIGH);
   digitalWrite (4, LOW);
   digitalWrite (5, LOW);
   digitalWrite (6, HIGH);
   delay (500);

digitalWrite (3, LOW);
   digitalWrite (4, HIGH);
   digitalWrite (5, LOW);
   digitalWrite (6, LOW);
   delay (400);
      digitalWrite(3, HIGH);
    digitalWrite (4, HIGH);
    digitalWrite(5,LOW);
    digitalWrite(6,LOW);
    delay(600);
    digitalWrite (3, LOW);
   digitalWrite (4, HIGH);
   digitalWrite (5, HIGH);
   digitalWrite (6, LOW);
   delay (500);
   digitalWrite (3, HIGH);
   digitalWrite (4, LOW);
   digitalWrite (5, LOW);
   digitalWrite (6, HIGH);
```

```
delay (500);digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, LOW);
digitalWrite (6, LOW);
delay (400);
   digitalWrite(3, HIGH);
 digitalWrite (4, HIGH);
 digitalWrite(5,LOW);
 digitalWrite(6,LOW);
 delay(600);
 digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, HIGH);
digitalWrite (6, LOW);
delay (500);
digitalWrite (3, HIGH);
digitalWrite (4, LOW);
digitalWrite (5, LOW);
digitalWrite (6, HIGH);
delay (500);digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, LOW);
digitalWrite (6, LOW);
delay (400);
   digitalWrite(3, HIGH);
 digitalWrite (4, HIGH);
 digitalWrite(5,LOW);
 digitalWrite(6,LOW);
 delay(600);
 digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, HIGH);
digitalWrite (6, LOW);
delay (500);
digitalWrite (3, HIGH);
digitalWrite (4, LOW);
digitalWrite (5, LOW);
digitalWrite (6, HIGH);
delay (500);digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, LOW);
digitalWrite (6, LOW);
delay (400);
```

```
   digitalWrite(3, HIGH);
 digitalWrite (4, HIGH);
 digitalWrite(5,LOW);
 digitalWrite(6,LOW);
 delay(600);
 digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, HIGH);
digitalWrite (6, LOW);
delay (500);
digitalWrite (3, HIGH);
digitalWrite (4, LOW);
digitalWrite (5, LOW);
digitalWrite (6, HIGH);
delay (500);digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, LOW);
digitalWrite (6, LOW);
delay (400);
   digitalWrite(3, HIGH);
 digitalWrite (4, HIGH);
 digitalWrite(5,LOW);
 digitalWrite(6,LOW);
 delay(600);
 digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, HIGH);
digitalWrite (6, LOW);
delay (500);
digitalWrite (3, HIGH);
digitalWrite (4, LOW);
digitalWrite (5, LOW);
digitalWrite (6, HIGH);
delay (500);digitalWrite (3, LOW);
digitalWrite (4, HIGH);
digitalWrite (5, LOW);
digitalWrite (6, LOW);
delay (400);
   digitalWrite(3, HIGH);
 digitalWrite (4, HIGH);
 digitalWrite(5,LOW);
 digitalWrite(6,LOW);
 delay(600);
```

```
   digitalWrite (3, LOW);
  digitalWrite (4, HIGH);
  digitalWrite (5, HIGH);
  digitalWrite (6, LOW);
  delay (500);
  digitalWrite (3, HIGH);
  digitalWrite (4, LOW);
  digitalWrite (5, LOW);
  digitalWrite (6, HIGH);
  delay (500);digitalWrite (3, LOW);
  digitalWrite (4, HIGH);
  digitalWrite (5, LOW);
  digitalWrite (6, LOW);
  delay (400);
     digitalWrite(3, HIGH);
   digitalWrite (4, HIGH);
   digitalWrite(5,LOW);
   digitalWrite(6,LOW);
   delay(600);
   digitalWrite (3, LOW);
  digitalWrite (4, HIGH);
  digitalWrite (5, HIGH);
  digitalWrite (6, LOW);
  delay (500);
  digitalWrite (3, HIGH);
  digitalWrite (4, LOW);
  digitalWrite (5, LOW);
  digitalWrite (6, HIGH);
  delay (500);
}


readvoice="";}} //Reset the variable
```