```
#define PIR_SENSOR_PIN 2 // Adjust pin number
based on your setup
#define LED_PIN 13
#define BUZZER_PIN 9

unsigned long eyesClosedStartTime = 0;
boolean eyesClosed = false;

void setup() {
  pinMode(PIR_SENSOR_PIN, INPUT);
  pinMode(LED_PIN, OUTPUT);
  pinMode(BUZZER_PIN, OUTPUT);
}

void loop() {
  if (digitalRead(PIR_SENSOR_PIN) == HIGH) {
    // Motion detected (eyes open)
    digitalWrite(LED_PIN, HIGH); // Turn on LED
    eyesClosed = false; // Reset the flag
  } else {
    // No motion detected (eyes closed)
    digitalWrite(LED_PIN, LOW); // Turn off LED
    if (!eyesClosed) {
```

```
      // Start the timer when eyes are first detected as closed
      eyesClosedStartTime = millis();
      eyesClosed = true;
    } else {
      // Check if 5 seconds have passed since eyes were closed
      if (millis() - eyesClosedStartTime >= 5000) {
        // 5 seconds have passed, sound the buzzer
        digitalWrite(BUZZER_PIN, HIGH); // Turn on buzzer
        delay(1000); // Buzzer duration
        digitalWrite(BUZZER_PIN, LOW); // Turn off buzzer
      }
    }
  }

  // Add any additional logic or delay as needed
delay(100);
}
```