```
using 'Ultrasonic sensor and Servo motor' such as 'Door opener in home
automation'.
#include<Servo.h>
#define trig 9
#define echo 10
#define servo 11
Servo door;
void setup(){
Serial.begin(9600);
pinMode(trig, OUTPUT);
pinMode(echo, INPUT);
pinMode(servo, OUTPUT);
door.attach(servo);
door.write(0);
void loop(){
long distance, duration;
digitalWrite(trig, LOW);
delayMicroseconds(2);
digitalWrite(trig, HIGH);
delayMicroseconds(10);
digitalWrite(trig, LOW);
duration = pulseIn(echo, HIGH);
```

```
distance = (duration*0.032/2);

if(distance<10) {
    door.write(90);
} else{
    door.write(0);
}

delay(500);
}</pre>
```

```
servo->
Object create
[objectName].attach([servo pin no from #define])
.write

Ultrasonic ->

Trig low high low
Duration = pulseIn(echo,HIGH)
Distance = (duration*0.032)/2;
```

2) To detect object and tell user using led light

```
#define led 2
#define trig 9

#define echo 10

void setup(){
    Serial.begin(9600);
    pinMode(led,OUTPUT);
        pinMode(trig, OUTPUT); // my imp, trig sends signal so it's output
not input
    pinMode(echo,INPUT); // echo is input as it goes high when object is
detected
}

void loop(){
```

```
long distance, duration;

digitalWrite(trig, LOW);
delayMicroseconds(2);
digitalWrite(trig, HIGH);
delayMicroseconds(10);
digitalWrite(trig, LOW);

duration = pulseIn(echo, HIGH);
distance = (duration*0.034)/2; // IMP IMP IMP IMP IMP IMP IMP IMP IMP
Serial.print("Distance is: ");
Serial.println(distance);

if(distance<10){
    digitalWrite(led, HIGH);
} else{
    digitalWrite(led, LOW);
}
delay(500);
}</pre>
```

3) led light blinking

```
#define led 2

void setup(){
    Serial.begin(9600); // not necessary
    pinMode(led,OUTPUT);
}

void loop(){
    digitalWrite(led, HIGH);
    delay(1000); // 1 seconds
    digitalWrite(led,LOW);
```

```
delay(1000);
}
```

4) Write a program to control the color of the LED by turning 3 different potentiometers. One will be read for the value of Red, one for the value of Green, and one for the value of Blue.

```
#define red 9
#define green 10
#define blue 11
#define redPot A0
#define greenPot A1
#define bluePot A2
void setup(){
 Serial.begin(9600);
 pinMode(red, OUTPUT);
 pinMode(green, OUTPUT);
 pinMode(blue, OUTPUT);
void loop(){
 int redval, greenval, blueval;
 redval = analogRead(redPot);
 greenval = analogRead(greenPot);
 blueval = analogRead(bluePot);
 greenval = map(greenval, 0, 1023, 0, 255);
 analogWrite(red, redval);
 analogWrite(green, greenval);
  analogWrite(blue,blueval);
```

```
Serial.print("Red: ");
Serial.print(redval);
Serial.print("\t Green: ");
Serial.print(greenval);
Serial.print("\t Blue: ");
Serial.println(blueval);

delay(50);
}
```

Note: (The **analogWrite** function works only on pins that support PWM on your specific Arduino board.

On most Arduino boards like the Uno, the pins that support PWM are marked with a tilde (~) symbol next to the pin number. In your case, the **pins 2, 3, and 4** do not support PWM on the Arduino Uno. Therefore, you need to change the pins for the RGB LED to ones that support PWM.

```
You should use pins that support PWM, such as 9, 10, and 11, for the RGB LED.

)

How to solve →

Define, setup, pinmode, baud rate, loop, analogRead, map, analogWrite

No pinmode for analog devices

5) Temperature sensor

#define temp A0

void setup(){

Serial.begin(9600);

}

void loop(){
```

```
float t,f, rawvalue, voltage;
 rawvalue = analogRead(temp);
  voltage = (rawvalue/1023)*5000;
 t = (voltage-500)*0.1;
 f = (t*1.8)+32;
 Serial.print("Temperature is: ");
 Serial.println(t,1);
 Serial.print("Temp in far is: ");
 Serial.println(f,1);
 Serial.println();
 Serial.println();
delay(2000);
}
6) max and min temp
float maxtemp; → global variable
Void setup(){
maxtemp=0;
}
Void loop(){
       if(maxtemp<t){
               Maxtemp = t;
       }
       Serial.print(maxtemp);
}
7) temp crosses a value show user using led
#define led 2
void setup(){
```

```
Serial.begin(9600);
  pinMode(led, INPUT);
  digitalWrite(led,LOW);
}

Void loop(){
  if(t>50){
    digitalWrite(led,HIGH);
  }
  else{
    digitalWrite(led,LOW);
  }
}
```