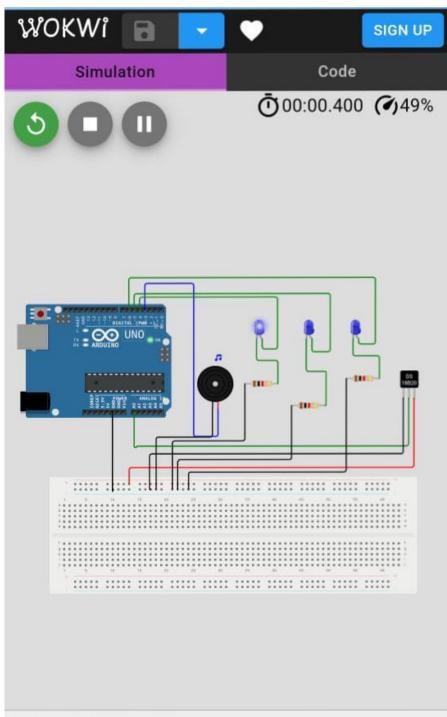
TEAM ID:NM2023TMID10960

TEAM MEMBER: REXSHEN S V

```
Wokwilink: <a href="https://wokwi.com/projects/363057376227725313">https://wokwi.com/projects/363057376227725313</a>
CODE:
Int baselineTemp = 0;
Int celsius = 0;
Int fahrenheit = 0;
Void setup()
{
 pinMode(A0, INPUT);
 Serial.begin(9600);
 pinMode(3, OUTPUT);
 pinMode(4, OUTPUT);
 pinMode(5, OUTPUT);
 pinMode(6,OUTPUT);
}
Void loop()
{
 Serial.print(celsius);
 Serial.print(" C, ");
 Serial.print(fahrenheit);
 Serial.println("F");
 If (celsius < baselineTemp)</pre>
{
  digitalWrite(4, LOW);
  digitalWrite(5, LOW);
  digitalWrite(6, LOW);
```

```
}
 If (celsius >= baselineTemp && celsius < baselineTemp + 10)
  digitalWrite(4, HIGH);
  digitalWrite(5, LOW);
  digitalWrite(6, LOW);
 }
 If (celsius >= baselineTemp + 10 && celsius < baselineTemp + 20)
{
  digitalWrite(4, HIGH);
  digitalWrite(5, HIGH);
  digitalWrite(6, LOW);
 }
 If (celsius >= baselineTemp + 20 && celsius < baselineTemp + 30)
{
  digitalWrite(4, HIGH);
  digitalWrite(5, HIGH);
  digitalWrite(6, HIGH);
 }
 If (celsius >= baselineTemp + 30)
{
  digitalWrite(3, HIGH);
  digitalWrite(4, HIGH);
  digitalWrite(5, HIGH);
  digitalWrite(6,HIGH);
 }
 Delay(1000);
}
SCHEMATIC:
```



0 C, 0 F

```
WOKWi
            8
                                        SIGN IN
      Simulation
                                  Code
sketch.ino
            diagram.json
                          Library Manager
     1
         int baselineTemp = 0;
     2
         int celsius = 0:
         int fahrenheit = 0;
     3
     4
     5
         void setup()
     6
         {
     7
           pinMode(AO, INPUT);
     8
           Serial.begin(9600);
     9
           pinMode(3, OUTPUT);
           pinMode(4, OUTPUT);
    10
    11
           pinMode(5, OUTPUT);
           pinMode(6,OUTPUT);
    12
    13
         }
    14
    15
         void loop()
    16
           Serial.print(celsius);
    17
           Serial.print(" C, ");
    18
           Serial.print(fahrenheit);
    19
           Serial.println(" F");
    20
           if (celsius < baselineTemp)</pre>
    21
    22
         {
    23
             digitalWrite(4, LOW);
             digitalWrite(5, LOW);
    24
    25
             digitalWrite(6, LOW);
    26
    27
           if (celsius >= baselineTemp && cel:
    28
             digitalWrite(4, HIGH);
    29
             digitalWrite(5, LOW);
    30
    31
             digitalWrite(6, LOW);
    32
           if (celsius >= baselineTemp + 10 &&
    33
    34
          {
    35
             digitalWrite(4, HIGH);
```

