FINAL PROJECT

DATE	20 th may 2023
TEAM ID	NM2023TMID10960
PROJECT	SMART BILLING SYSTEM FOR WATER SUPPLIERS

```
CODE:
https://wokwi.com/projects/365238558222190593
#include <Wire.h>
#include <LiquidCrystal 12C.h>
// Define the I2C address for the LCD display
#define LCD_ADDRESS 0x27
// Define the pins for flow sensor and LCD display
#define FLOW_SENSOR_PIN 2
#define LCD_COLS 16
#define LCD ROWS 2
// Global variables
volatile unsigned int pulseCount = 0;
float flowRate = 8.0;
```

```
float totalLiters = 1.0;
unsigned long prevMillis = 0;
float billingRate = 20.0; // Cost per liter
// LCD display object
LiquidCrystal_I2C lcd(LCD_ADDRESS, LCD_COLS, LCD_ROWS);
// Interrupt service routine for flow sensor
void pulseCounter()
 pulseCount++;
}
// Setup function
void setup()
// Initialize LCD display
 lcd.begin(LCD_COLS, LCD_ROWS);
 lcd.print("Water Billing");
 lcd.setCursor(0, 1);
```

```
lcd.print("System");
 // Attach interrupt to flow sensor pin
 attachInterrupt(digitalPinToInterrupt(FLOW_SENSOR_PIN),
pulseCounter, FALLING);
 // Initialize serial communication
 Serial.begin(9600);
// Loop function
void loop()
{
 unsigned long currentMillis = millis();
 unsigned long elapsedTime = currentMillis - prevMillis;
// Update flow rate every second
 if (elapsedTime >= 1000)
  detachInterrupt(digitalPinToInterrupt(FLOW_SENSOR_PIN));
```

```
flowRate = pulseCount / (elapsedTime / 1000.0);
  pulseCount = 0;
  prevMillis = currentMillis;
  attachInterrupt(digitalPinToInterrupt(FLOW SENSOR PIN),
pulseCounter, FALLING);
 }
 // Calculate total liters
 float liters = flowRate / 60.0;
 totalLiters += liters;
 // Calculate bill amount
 float billAmount = totalLiters * billingRate;
 // Display data on LCD
 lcd.setCursor(0, 0);
 lcd.print("Liters: ");
 lcd.print(totalLiters);
 lcd.setCursor(0, 1);
 lcd.print("Bill: $");
```

```
// Send data to serial monitor
Serial.print("Liters: ");
Serial.print(totalLiters);
Serial.print(" Bill: $");
Serial.println(billAmount, 2);

// Wait for a second
delay(1000);
}
```

SCHEMATIC:















