#include <SoftwareSerial.h>

SoftwareSerial BT(0, 1); //TX, RX respetively

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, LOW);

digitalWrite(5,HIGH);

digitalWrite(6,LOW);

delay(1000);

}

else if(readvoice == "\*back#")

{

digitalWrite(3, LOW);

digitalWrite(4, HIGH);

digitalWrite(5, LOW);

digitalWrite(6,HIGH);

delay(1000);

}

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

{

digitalWrite (3,HIGH);

digitalWrite (4,LOW);

digitalWrite (5,LOW);

digitalWrite (6,LOW);

delay (1000);

}

else if ( readvoice == "\*right#")

{

digitalWrite (3, LOW);

digitalWrite (4, LOW);

digitalWrite (5, HIGH);

digitalWrite (6, LOW);

delay (1000);

}

else if ( readvoice == "\*stop#")

{

digitalWrite (3, LOW);

digitalWrite (4, LOW);

digitalWrite (5, LOW);

digitalWrite (6, LOW);

delay (1000);

}

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