HOME AUTOMATION

```
int lamp1=2;

int lamp2=3;

int lamp3=4;

int music=5;

int pc=6;

int mobile=7;

int fan=8;

int socket=9;


int Received=0;

int lamp1_state=0;

int lamp2_state=0;

int lamp3_state=0;

int music_state=0;

int pc_state=0;

int mobile_state=0;

int fan_state=0;

int socket_state=0;


void setup(){

  Serial.begin(9600);

  pinMode(lamp1,OUTPUT);

  pinMode(lamp2,OUTPUT);

  pinMode(lamp3,OUTPUT);

  pinMode(music,OUTPUT);

  pinMode(pc,OUTPUT);
```

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  pinMode(mobile,OUTPUT);

  pinMode(fan,OUTPUT);

  pinMode(socket,OUTPUT);


}


void loop(){


 if(Serial.available()>0)

 {

   Received = Serial.read();


 }


if (lamp1_state == 0 && Received == '1')

 {

   digitalWrite(lamp1,HIGH);

   lamp1_state=1;

   Received=0;

 }
if (lamp1_state ==1 && Received == '1')

 {

   digitalWrite(lamp1,LOW);

   lamp1_state=0;

   Received=0;

 }



if (lamp2_state == 0 && Received == '2')

 {

   digitalWrite(lamp2,HIGH);
```

```
    lamp2_state=1;

    Received=0;

  }

if (lamp2_state ==1 && Received == '2')

 {

   digitalWrite(lamp2,LOW);

   lamp2_state=0;

   Received=0;

 }


if (lamp3_state == 0 && Received == '3')

 {

   digitalWrite(lamp3,HIGH);

   lamp3_state=1;

   Received=0;

 }

if (lamp3_state ==1 && Received == '3')

 {

   digitalWrite(lamp3,LOW);

   lamp3_state=0;

   Received=0;

 }


 if (music_state == 0 && Received == '4')

 {

   digitalWrite(music,HIGH);

   music_state=1;

   Received=0;

 }

if (music_state ==1 && Received == '4')

 {
```

```
      digitalWrite(music,LOW);

      music_state=0;

      Received=0;

     }


   if (pc_state == 0 && Received == '5')

    {

      digitalWrite(pc,HIGH);

      pc_state=1;

      Received=0;

    }
   if (pc_state ==1 && Received == '5')

    {

      digitalWrite(pc,LOW);

      pc_state=0;

      Received=0;

     }


   if (mobile_state == 0 && Received == '6')

    {

      digitalWrite(mobile,HIGH);

      mobile_state=1;

      Received=0;

    }
   if (mobile_state ==1 && Received == '6')

    {

      digitalWrite(mobile,LOW);

      mobile_state=0;

      Received=0;

    }
```

```
  if (fan_state == 0 && Received == '7')

 {

   digitalWrite(fan,HIGH);

   fan_state=1;

   Received=0;

 }

if (fan_state ==1 && Received == '7')

 {

   digitalWrite(fan,LOW);

   fan_state=0;

   Received=0;

 }


  if (socket_state == 0 && Received == '8')

 {

   digitalWrite(socket,HIGH);

   socket_state=1;

   Received=0;

 }

if (socket_state ==1 && Received == '8')

 {

   digitalWrite(socket,LOW);

   socket_state=0;

   Received=0;

 }


 }
```