

## Lab Assignment - 2

**Problem Statement** -Write an Arduino/ Raspberry pi program for interfacing with PIR sensor Experiment.

### Component Required :

Quantity	Component
1	Arduino Uno R3
1	PIR Sensor
1	LED
1	Piezo
1	220 $\Omega$ Resistor

### Steps To Perform :

#### Step 1: Connect the PIR Motion Sensor

Component Pin	Connect To	Note
Power Pin (VCC)	Arduino 5V Pin	Powers the sensor.
Signal Pin (OUT)	Arduino Digital Pin 2	Sends a "motion detected" signal.
Ground Pin (GND)	Arduino GND Pin	Completes the sensor's circuit.

#### Step 2: Connect the LED and Resistor

Component Pin	Connect To	Note
LED Anode (Longer Leg)	Arduino Digital Pin 3	This is the positive side of the LED.
LED Cathode (Shorter Leg)	One leg of the 220 $\Omega$ Resistor	Connects the negative side to the resistor.
Resistor (Other Leg)	Arduino GND Pin	The resistor protects the LED from damage.

### Step 3: Connect the Buzzer

Component Pin	Connect To	Note
Buzzer Positive (+) Pin	Arduino Digital Pin 4	Receives the signal to make a sound.
Buzzer Negative (-) Pin	Arduino GND Pin	Completes the buzzer's circuit.

### Code :

```

const int pirPin = 2; // PIR sensor output pin
const int ledPin = 3; // LED pin
const int buzzerPin = 4; // Buzzer pin

int pirState = LOW; // Tracks previous motion state

void setup() {
    pinMode(pirPin, INPUT);
    pinMode(ledPin, OUTPUT);
    pinMode(buzzerPin, OUTPUT);

    Serial.begin(9600);
    Serial.println("PIR Motion Detector Ready.");
}

void loop() {
    int motion = digitalRead(pirPin);

    if (motion == HIGH) {
        digitalWrite(ledPin, HIGH);
        playPoojaTone(); // Play three-note chime

        if (pirState == LOW) { // Only print once when motion starts
            Serial.println("Motion Detected!");
            pirState = HIGH;
        }
    } else {
        digitalWrite(ledPin, LOW);
        noTone(buzzerPin); // Stop buzzer tone
    }
}

```

```

if (pirState == HIGH) {      // Only print once when motion ends
    Serial.println("Motion Ended.");
    pirState = LOW;
}
}

void playTone() {
    // Three quick ascending notes like a small bell
    tone(buzzerPin, 800); delay(200);
    tone(buzzerPin, 1000); delay(200);
    tone(buzzerPin, 1200); delay(200);
    noTone(buzzerPin);   delay(200);
}

```

**Output :**

