#include<LiquidCrystal.h>

LiquidCrystal lcd(2,3,4,5,6,7);

#define ir 8

#define m1 9

#define m2 10

void setup() {

// put your setup code here, to run once:

lcd.begin(16,2);

pinMode(ir, INPUT);

pinMode(m1, OUTPUT);

pinMode(m2, OUTPUT);

lcd.print("Train collision");

lcd.setCursor(0,1);

lcd.print("avoider");

delay(2000);

}

void loop() {

// put your main code here, to run repeatedly:

if(digitalRead(ir))

{

lcd.clear();

lcd.print("object detected");

lcd.setCursor(0,1);

lcd.print("train stop");

digitalWrite(m1,LOW),digitalWrite(m2,LOW);

}

else

{

lcd.clear();

lcd.print("Clear path");

lcd.setCursor(0,1);

lcd.print("train running");

analogWrite(m1,100),digitalWrite(m2,LOW);

}

delay(250);

}