```
Experiment No.: 03
Statement
Make a light intensity meter that represent light intensity on 5
LEDs, such that all LEDs would glow for maximum light, no LED
would glow for dark condition, and likewise for in between light
intensities.
Date of Exp. : xx/xx/xxxx
        : Vidhee Agrawal (A-29)
Author
const int LDRPin = A0; // LDR connected
to analog pin A0 const int ledPin1 = 1;
               // LED connected to
digital pin 2 const int ledPin2 = 2;
               // LED connected to
digital pin 3 const int ledPin3 = 3;
               // LED connected to
digital pin 4 const int ledPin4 = 4;
               // LED connected to
digital pin 5 const int ledPin5 = 5;
               // LED connected to
digital pin 6
void setup() {
pinMode(ledPin1,
OUTPUT);
pinMode(ledPin2,
OUTPUT);
pinMode(ledPin3,
OUTPUT);
pinMode(ledPin4,
OUTPUT);
pinMode(ledPin5,
OUTPUT);
Serial.begin(9600); // Initialize serial communication for
debugging
}
void loop() {
```

Vidhee Agrawal (A-29)

2023-24 ENP361-1 Experiment 03

5, LOW);

```
// Turn on LEDs based on mapped
brightness value if (brightness >=
1) {
  digitalWrite(ledPin
  1,
                HIGH);
  digitalWrite(ledPin
  2,
                HIGH);
  digitalWrite(ledPin
                HIGH);
  digitalWrite(ledPin
                HIGH);
  digitalWrite(ledPin
  5, HIGH);
 if (brightness >= 2)
  {
  digitalWrite(ledPin
  1, HIGH);
  digitalWrite(ledPin
  2, HIGH);
  digitalWrite(ledPin
  3, HIGH);
  digitalWrite(ledPin
  4, HIGH);
  digitalWrite(ledPin
  5, HIGH);
 }
 if (brightness >= 3) {
  digitalWrite(ledPin1,
  HIGH);
  digitalWrite(ledPin2,
  HIGH);
  digitalWrite(ledPin3,
  HIGH);
  digitalWrite(ledPin4,
  HIGH);
  digitalWrite(ledPin5,
  HIGH);
 if (brightness >= 4)
  digitalWrite(ledPin
```

```
1, HIGH);
digitalWrite(ledPin
2, HIGH);
digitalWrite(ledPin
3, HIGH);
digitalWrite(ledPin
4, HIGH);
digitalWrite(ledPin
5, HIGH);
if (brightness >= 5) {
digitalWrite(ledPin1,
HIGH);
digitalWrite(ledPin2,
HIGH);
digitalWrite(ledPin3,
HIGH);
digitalWrite(ledPin4,
HIGH);
digitalWrite(ledPin5,
HIGH);
}
delay(50); // Small delay to prevent rapid reading
```



