```
include <Servo.h>

// Define the pin for the rain sensor
const int rainSensorPin = A0;

// Define the pin for the servo motor
const int servoPin = 8;

// Define the pin for the buzzer
const int buzzerPin = 9;

Servo myServo;

bool rainDetected = false;
unsigned long buzzerStartTime = 0;
const unsigned long buzzerDuration = 2000; // Changed to 2 seconds

void setup() {
  pinMode(rainSensorPin, INPUT);
  pinMode(buzzerPin, OUTPUT);
  myServo.attach(servoPin);
}

void loop() {
  int rainState = digitalRead(rainSensorPin);

  if (rainState == LOW && !rainDetected) {
    myServo.write(120);
    digitalWrite(buzzerPin, HIGH);
    buzzerStartTime = millis();
    rainDetected = true;
  }
```

```
  // Turn off buzzer after 2 seconds
  if (rainDetected && millis() - buzzerStartTime >= buzzerDuration) {
    digitalWrite(buzzerPin, LOW);
  }

  // Reset servo and rainDetected flag when no rain
  if (rainState == HIGH) {
    myServo.write(0);
    rainDetected = false;
    digitalWrite(buzzerPin, LOW); // Ensure buzzer is off
  }

  delay(100);
}
```