

AUTOMATIC LIGHTING SYSTEM IDE PROGRAMME

Floating City

```
int val;

int lightPin = 1;

float limit = 18;

const int LED = 7;

void setup()

{

Serial.begin(9600);

pinMode(7, OUTPUT);

}

void loop()

{

val = analogRead(lightPin);

float steps = val * (255.0 / 5000);

Serial.print("val = ");

Serial.print(val);

Serial.println();

Serial.print("light = ");

Serial.print(steps);

float light = steps +2;

Serial.println(steps +2);

delay(1000);

if (light> limit){
```

```
    digitalWrite(7, HIGH);  
  }  
  else {  
    digitalWrite(7, LOW);  
  }  
  
}
```

AUTOMATIC COOLING SYSTEM IDE PROGRAMME

Floating City

```
int val;

int tempPin = 0;

float limit = 25.0;

void setup()

{

Serial.begin(9600);

pinMode(6, OUTPUT);

}

void loop()

{

val = analogRead(tempPin);

float steps = val * (255.0 / 5000);

Serial.print("val = ");

Serial.print(val);

Serial.print("steps = ");

Serial.print(steps);

Serial.print(", c = ");

float temp = steps * 10;

Serial.println(steps * 10);

delay(1000);

if (temp < limit){

    digitalWrite(6, HIGH);

}

}
```

```
else {  
    digitalWrite(6, LOW);  
}  
}
```

AUTOMATIC LIGHTING –COOLING SYSTEM IDE PROGRAMME

Floating City

(LM35 sensor big fluctuation has been controlled by average temperature)

```
int temp;
```

```
int tempPin = 0;
```

```
float templimit = 23.00; // temperature limit turns fan on
```

```
int val2;
```

```
int lightPin = 1;
```

```
float lightlimit2 = 10;
```

```
const int LED = 7;
```

```
const int numReadings = 30; //size of temp array change as required larger number gives a smoother output
```

```
int readings[numReadings]; // the readings from the analog input
```

```
int readIndex = 0; // the index of the current reading
```

```
int total = 0; // the running total
```

```
int average = 0; // the average
```

```
void setup()
```

```
{
```

```
Serial.begin(9600);
```

```
pinMode(6, OUTPUT); // Temp
```

```
pinMode(7, OUTPUT); // Light
```

```
pinMode(13, OUTPUT); // Pump
```

```
for (int thisReading = 0; thisReading < numReadings; thisReading++) {
```

```
    readings[thisReading] = 0;
```

```
}  
}  
void loop()  
{  
{  
  // subtract the last reading:  
  total = total - readings[readIndex];  
  
  // read from the sensor:  
  analogRead(tempPin);  
  
  delay (10);  
  
  readings[readIndex] = analogRead(tempPin);  
  
  // add the reading to the total:  
  total = total + readings[readIndex];  
  
  // advance to the next position in the array:  
  readIndex = readIndex + 1;  
  
  
  // if we're at the end of the array...  
  if (readIndex >= numReadings) {  
    // ...wrap around to the beginning:  
    readIndex = 0;  
  }  
  
  // calculate the average:  
  average = total / numReadings;  
  
  // send it to the computer as ASCII digits  
  Serial.println(average);  
  
  delay(100);    // delay in between reads for stability
```

```

//temp = analogRead(tempPin);

temp = average; // reading from the smoothing array

//float steps = (temp * 5) * 0.1; //convert mV voltage to temp C
//float steps = ((temp / 1024) * 5000) / 10; // convert raw data to C this one works
float steps = (temp * 0.48828125); //convert mV voltage to temp C this one works

Serial.print("temp = ");
Serial.print(temp);
Serial.print("steps = ");
Serial.print(steps);
Serial.print(" , c = ");
//float temp = steps *10;
Serial.println(steps * 10);
delay(1000);
if (steps >templimit){
    digitalWrite(6, HIGH);
}
else {
    digitalWrite(6, LOW);
}
}
{
    analogRead(lightPin); //take a reading
    delay (10); // put in a delay to allow for stabalisation of the voltage Debounce
    val2 = analogRead(lightPin); //then take a second reading

```

```
float steps = val2 * (255.0 / 5000);
```

```
Serial.print("val2 = ");
```

```
Serial.print(val2);
```

```
Serial.println( );
```

```
Serial.print("light = ");
```

```
Serial.print(steps);
```

```
float light = steps +2;
```

```
Serial.println(steps +2);
```

```
delay(1000);
```

```
if (light< lightlimit2){
```

```
    digitalWrite(7, HIGH);
```

```
}
```

```
else {digitalWrite(7, LOW);
```

```
}
```

```
}
```

```
}
```