

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
#include "pitches.h"
```

```
LiquidCrystal_I2C lcd(0x27, 2, 1, 0, 4, 5, 6, 7, 3, POSITIVE);
```

```
#include "SR04.h"
#define TRIG_PIN 12
#define ECHO_PIN 11
const int buzzer = 8;
SR04 sr04 = SR04(ECHO_PIN, TRIG_PIN);
long a;
```

```
void setup() {
  Serial.begin(9600);
  pinMode(buzzer, OUTPUT);
  lcd.begin(16, 2); //Defining 16 columns and 2 rows of lcd display
  lcd.backlight();//To Power ON the back light
  delay(1000);
}
```

```
void loop() {
  lcd.clear();
  a=sr04.Distance();
  if(a<5){
    lcd.setCursor(0, 0);
    lcd.print(String("cm ") + String(a));
    lcd.setCursor(0, 1);
    lcd.print(" Very near");
    tone(buzzer, 1000); // Send 1KHz sound signal...
    delay(1000);      // ...for 1 sec
    noTone(buzzer);  // Stop sound...
    delay(1000);
  }
  else if (a>1000){
    lcd.setCursor(0, 0);
    lcd.print(String("cm ") + String(a));
    lcd.setCursor(0, 1);
    lcd.print("Very far");
  }
  else{
    lcd.setCursor(0, 0);
    lcd.print(String("cm ") + String(a));
    lcd.setCursor(0, 1);
    lcd.print("object is far");
  }

  delay(1000);
}
```