

```

#include <Keypad.h>
int buzz = 13;
int led = 12;
int trig = 11;
int echo = 10;
int pir = 1;
const byte ROWS = 4;
const byte COLS = 4;
char keys[ROWS][COLS] =
{
  {'1','2','3','A'},
  {'4','5','6','B'},
  {'7','8','9','C'},
  {'*','0','#','D'}
};

byte rowPins [ROWS] = {9,8,7,6};
byte colPins [COLS] = {5,4,3,2};

Keypad myKey = Keypad(makeKeymap(keys), rowPins, colPins, ROWS, COLS);

void setup (){
  Serial.begin(9600);
  pinMode(led,OUTPUT);
  pinMode(trig,OUTPUT);
  pinMode(echo,INPUT);
  pinMode(pir,INPUT);
  pinMode(buzz,OUTPUT);
}

void buzzer (int onOff) {
  digitalWrite(buzz, onOff);
}

void loop (){
  long duration, distance;
  digitalWrite(trig, LOW);
  delayMicroseconds(2);
  digitalWrite(trig, HIGH);
  delayMicroseconds(10);
  digitalWrite(trig, LOW);
  duration = pulseIn(echo,HIGH);
  distance = (duration/74/2);

  char keypressed = myKey.getKey();

  if (distance>= 10 && distance <30){
    if(digitalRead(pir) ==1){
      Serial.println("Danger");
      digitalWrite(led,HIGH);
      buzzer(1);
    }
    if(keypressed == '1' ){
      digitalWrite(led,LOW);
      buzzer (0);
      Serial.println("Reset");
      exit;
    }
  }

  else if (distance>= 30 && distance <70){
    Serial.println("No Movement Detected");
    digitalWrite(led,LOW);
    buzzer(0);
  }
  delay(50);
  Serial.println(distance);
}

```