

International Journal of Research Publication and Reviews

Journal homepage: www.ijrpr.com ISSN 2582-7421

AUTOMATIC PLANT WATERING SYSTEM USING ARDUINO

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ABSTRACT

From saving our lives from this polluted world, one which can help us is plants. So, their lives are as important as ours. Therefore, our first mission is taking care of them. It is not possible to look after all the trees in the world. So, what can we do? We can buy indoor plants for our own home and start taking care of them. Now, in this total taking care system the main work is watering the plant on a regular basis. Therefore, it is a big problem to watering the plant when we are not available at home. In that particular scenario we need this help using our project.

Keywords: plant, watering system, soil moisture sensor

Objective: The objective of the project is watering the plant automatically when it is required so that we can avoid the death of the plants.

1. INTRODUCTIONS

We are now civilized but along with this a new problem has come which is pollution. The pollution started when man first invented the fire. After that we added different types of pollutants to the environment. After so much research we came to know that tree plantation is a good way to save the world from pollution. Now we can do that indoors and outdoors also. Foroutdoor plants it is easy to maintain them but for indoor plants when we are not in our home it will be very difficult to maintain them mainly for watering purposes. Here our project comes to solve this problem by which we can water the plants automatically to avoid the death of the plants.



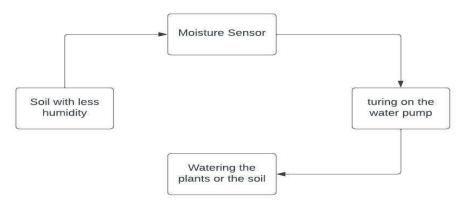


Fig: The condition of a fresh indoor plant due to improper caring

2. PROPOSED MODEL

Saving a plant is a very important thing. Therefore, to overcome this issue we proposed a modelthat can help us to solve watering purpose.

• Block Diagram of the proposed system:



Materials Required:

- 1) Soil Moisture Sensor
- 2) Arduino Uno Board
- 3) Connecting Wires
- 4) 4 channel Relay Board
- 5) Water Pump
- a) Soil Moisture Sensor: Soil moisture sensor is a sensor which is used to measure how much water is present in the soil. These sensors can be stationary or portables such as handheld probes. Stationary sensors are placed at the predetermined locations and depths in the field, whereas portable soil moisture probes can measure soil moisture atseveral locations.



- b) Arduino Uno Board: Arduino UNO is a low-cost, flexible, and easy-to-use programmable open-source microcontroller board that can be integrated into a variety of electronic projects. This board can be interfaced with other Arduino boards, Arduino shields, Raspberry Pi boards and can control relays, LEDs, servos, and motors as an output.
- c) Connecting Wires: As Electricity need a medium, connecting wires are mainly used to connect different points in Breadboard. It helps us to make the circuit properly. Copper wire has a very low resistivity, so it is widely used.





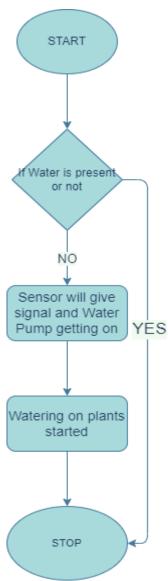
(a) 4 Channel Relay Board: The 4 Channel Relay Module is a convenient board which can be used to control high voltage, high current load such as motor, solenoid valves, lamps and AC load. It is designed to interface with microcontrollers such as Arduino, PIC etc.



(b) Water Pump: A pump is a device that moves fluids (liquids or gasses), or sometimes slurries, by mechanical action, typically converted from electrical energy into hydraulicenergy.



• Flow Chart of the proposed system:



Working Principle: In our proposed system, if there is no water present in the tub of plants sensor will give a signal to the water pump and then the pump will turn on and start to water onthe plants. If water is present in the tub it will give the signal not to turn on the pump.

Applications: Basically we can apply our project when we are not in our home or we forget towater the plants. In this situation it will be a big problem how we can water our plants during the absence of ours. So our model can detect that the plant needs water and water the plants automatically using this total model.

Conclusions: The purpose of our project is to save the life of a plant from the absence of water. We have succeeded to build a model which can water the plants automatically when this modelwill understand there is a need for water for plants.

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