

Snímač ohňa

```
int Buzzer = 13; // Use buzzer for alert
int FlamePin = 2; // This is for input pin
int Flame = LOW; // HIGH when FLAME Exposed
void setup() {
  pinMode(Buzzer, OUTPUT);
  pinMode(FlamePin, INPUT);
  Serial.begin(9600);
}
void loop() {
  Flame = digitalRead(FlamePin);
  if (Flame == HIGH)
  {
    Serial.println("HIGH FLAME");
    digitalWrite(Buzzer, LOW);
  }
  else
  {
    Serial.println("No flame");
    digitalWrite(Buzzer, HIGH);
  }
}
```

