

SYSTEMATIC WATER SPRINKLER

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ABSTRACT

The systematic water sprinkler is the first project for our final year project. This project actually chosen from us and guidance from our supervisor discussed about project idea. The main purpose of creating this water sprinkler is to design watering plant using Arduino and detect soil moisture using moisture sensor. Besides, another purpose is to display the feedback at the LCD and switch the valve and water the soil if the soil is dry in automatically. This project built to ease people that do not have enough time to water the plant. It only needed to be placed in any desired place so that the valve can automatically watering the plant. This project only water the plant that do not have enough humidity of soil.

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CHAPTER 1

INTRODUCTION

1.1 BACKGROUND STUDY

Water is the most important things to living things. Living things such as human, plant and animal need water to live and survive in the world. We cannot live on air and sunshine alone. The human body needs food and water to survive. A human can go for more than three weeks without food but water is a different story. At least 60% of the adult body is made of it and every living cell in the body needs it to keep functioning. Water acts as a lubricant for our joints, regulates our body temperature through sweating and respiration, and helps to flush waste. The maximum time an individual can go without water seem to be a week.

As a living things, plants also need water to live. Plants cannot live without water, but how often they need to receive it to stay alive varies tremendously. Factors that influence a plant's water needs include the plant's age, rate of growth, the kind of plant, how well established it is, soil type and whether it's in a container or in the ground. Environmental conditions such as temperature and relative humidity are also important.