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Review paper on Design and Development of an Automated Liquid Bottle Filling and Capping System using Arduino Uno

[1]Pravin S. Wankhade, [2]Shreya D. Upadhye, [3]Prajakta R. Jadhav, [4]Akash K. Uike, [5]Deepak G. Gorlewar

[1,2,3,4,5]Department of Electrical Engineering SGBA University, JCOET, Yavatmal, India

[1]pravinwankhade512@gmail.com, [2]Shreyaupadhye104@gmail.com
[3]prajaktajadhavytl@gmail.com, [4]uikeakash6@gmail.com , [5]deepak.gorlewar@gmail.com

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ABSTRACT

The proposed automatic liquid filling system using Arduino and capping mechanism is a practical and efficient solution for many liquid filling applications. By using an Arduino microcontroller, the system can be easily programmed and customized to meet specific requirements. The flow sensor ensures accurate measurement and control of the liquid flow, and the solenoid valve allows for precise regulation of the liquid flow rate. The peristaltic pump is a reliable and efficient pump that can handle a wide range of liquids and flow rates. The capping mechanism is an essential component of the system, ensuring that the containers are sealed accurately and securely. The system's automation reduces the risk of human error, improving the quality and consistency of the filling and capping process. The system can be easily integrated into existing production lines, improving productivity and reducing costs. The proposed system has applications in a variety of industries, including food, pharmaceuticals, and cosmetics. In the food industry, the system can be used for filling and capping sauces, oils, and other liquids. In the pharmaceutical industry, the system can be used for filling and capping medications and other liquid products. In the cosmetics industry, the system can be used for filling and capping creams, lotions, and other beauty products.

1. INTRODUCTION

The liquid flow sensor is used to measure the volume of liquid that is dispensed by the peristaltic pump, ensuring accurate measurement and control of the liquid flow. The solenoid valve controls the flow of liquid, enabling precise regulation of the liquid flow rate. The peristaltic pump is a reliable and efficient pump that can handle a wide range of liquids and flow rates.

The capping mechanism is an essential component of the system, ensuring that the containers are sealed accurately and securely. The system's automation reduces the risk of human error, improving the quality and consistency of the filling and capping process. The system can be easily integrated into existing production lines, improving productivity and reducing costs.

The proposed system offers several advantages over the traditional manual liquid filling process. Firstly, the system provides accurate and consistent fill levels, reducing product wastage and improving product quality. Secondly, the system is capable of filling containers of varying sizes and shapes, making it suitable for a wide range of liquid filling applications. Finally, the system is automated, reducing the need for manual labor and increasing production capacity.

In conclusion, the proposed automatic liquid filling system using Arduino microcontroller offers a flexible, low-cost, and efficient solution for liquid filling applications. The system's automation reduces errors, improves productivity, and increases product quality. The use of Arduino microcontroller enables customization and easy integration into existing production lines, making it a practical solution for various industries.

2. METHODOLOGY

The design of an automatic liquid filling system using an Arduino UNO controller is a perfect example of how automation can simplify industrial processes. The system consists of an electromechanical assembly that utilizes a disk or plate and sensors to detect the placement of bottles for liquid filling. The assembly is rotated by a motor, and a water pump is used to pump the liquid from a storage tank into the bottles. The Arduino UNO controller is used as the key component for controlling the operation of the system. The start and stop keys are connected to the Arduino development board, which is programmed to control the motor and the water pump based on the sensor readings.

One of the most important features of this system is the LCD display, which allows the operator to observe the process and monitor the filling process. This display provides real-time data and feedback on the process, enabling the operator to make adjustments as necessary.

Overall, this system is a highly efficient and accurate method of liquid filling, made possible by the use of Arduino technology. By automating the process and using sensors and an LCD display, the system minimizes human intervention and reduces the risk of errors, resulting in a highly reliable and efficient filling process.

3. LITERATURE SURVEY

Automated liquid filling systems are widely used in manufacturing and production industries to improve efficiency and reduce errors in the filling and capping process. With the advancement of technology, these systems have become more sophisticated, and the use of microcontrollers, such as Arduino Uno, has enabled the creation of more intelligent and automated systems.

One study by Al-Samarraie et al. (2019) proposed an automated liquid filling and capping system using an Arduino Uno microcontroller. The system used ultrasonic sensors to measure the liquid level in the container and a stepper motor to control the filling process. The system was also equipped with a servo motor to control the capping process. The results showed that the system was able to accurately fill and cap liquid containers with minimal human intervention, reducing errors and improving productivity

Another study by Singh et al. (2018) proposed an automated liquid filling system using an Arduino Uno microcontroller and a solenoid valve to control the filling process. The system was also equipped with an ultrasonic sensor to measure the liquid level in the container and a display to show the filling volume. The system was able to fill liquid containers with high accuracy and reduce the time required for the filling process.

Furthermore, in a study by Al-Saqer et al. (2021), an automated liquid filling system was proposed that used an Arduino Uno microcontroller and a peristaltic pump to control the filling process. The system was also equipped with a load cell to measure the weight of the filled container and a stepper motor to control the capping process. The results showed that the system was able to fill and cap containers with high accuracy and reduce the time required for the filling process.

The methodology for developing an automated liquid filling system using Arduino Uno can be divided into several stages:

a) SYSTEM DESIGN:

The first step in developing an automated liquid filling system is to design the system's components and determine their specifications. The system components typically include a liquid flow sensor, a solenoid valve, a peristaltic pump, a capping mechanism, and an Arduino Uno microcontroller.

b) HARDWARE ASSEMBLY

Once the system components are designed, the next step is to assemble the hardware. The liquid flow sensor is connected to the peristaltic pump to measure the volume of liquid dispensed, while the solenoid valve controls the flow of liquid. The capping mechanism is connected to the system and is designed to cap the filled containers. The hardware assembly should be performed carefully to ensure proper functionality.

c) PROGRAMMING THE ARDUINO UNO:

The Arduino Uno microcontroller is programmed to control the system components. A suitable programming language like C++ can be used to program the microcontroller. The program should be designed to read the liquid flow sensor's output and use this information to control the solenoid valve and peristaltic pump. The program should also control the capping mechanism to cap the filled containers.

d) **TESTING AND CALIBRATION:**

Once the hardware is assembled and the Arduino Uno is programmed, the system should be tested and calibrated. The liquid flow sensor should be calibrated to ensure accurate measurement of the liquid flow rate. The solenoid valve and peristaltic pump should be tested to ensure proper control of the liquid flow. The capping mechanism should be tested to ensure accurate capping of the filled containers.

e) **INTEGRATION INTO PRODUCTION LINE:**

Finally, the automated liquid filling system should be integrated into the production line. The system should be designed to fill containers of varying sizes and shapes, and the capping mechanism should be designed to work with different types of caps. The system should be tested and validated to ensure proper functionality in the production line.

The development of an automated liquid filling system using Arduino Uno involves designing the system components, assembling the hardware, programming the microcontroller, testing and calibration, and integration into the production line. The use of Arduino Uno provides a flexible and versatile platform for building automation systems, making it a suitable choice for liquid filling applications. The final system should be efficient, accurate, and reliable, improving productivity and reducing errors in the liquid filling process.

IV. WORKING

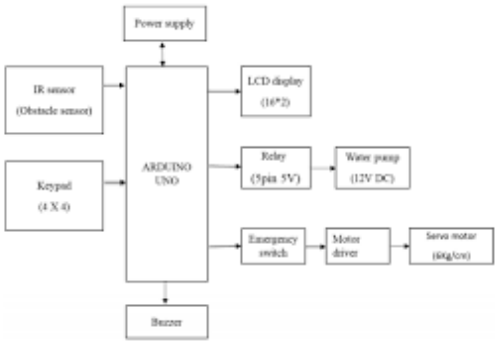

Fig: Block Diagram of Workings Methodology

The working of an automated liquid filling system along with capping using Arduino Uno involves the following steps:

A. Container Placement

The containers to be filled with liquid are placed in the filling area. The system is designed to fill containers of varying sizes and shapes.

B. Liquid Flow Measurement

The liquid flow sensor is used to measure the flow rate of the liquid. The flow sensor typically consists of a paddlewheel or turbine that rotates as liquid flows through it. The rotation of the paddlewheel is used to determine the liquid flow rate.

C. Liquid Dispensing:

The Arduino Uno microcontroller receives input from the liquid flow sensor and uses this information to control the peristaltic pump and solenoid valve. The peristaltic pump draws liquid from a reservoir and dispenses it into the containers through a nozzle. The solenoid valve controls the flow of liquid, ensuring accurate filling of the containers.

D. Capping

Once the containers are filled with liquid, the capping mechanism is activated to cap the containers. The capping mechanism typically consists of a cap feeder, a cap placement mechanism, and a cap tightening mechanism. The cap feeder feeds caps to the placement mechanism, which places the caps on the containers. The tightening mechanism tightens the caps to ensure proper sealing.

E. System Reset

Once all the containers are filled and capped, the system is reset, and the process is ready to start again.

The Arduino Uno microcontroller is the brain of the system, controlling the flow of liquid, capping, and resetting the system. The liquid flow sensor provides feedback to the microcontroller, ensuring accurate and precise filling of the containers.

V.CONCLUSION

An automated liquid filling system along with capping using an Arduino Uno can be a useful and efficient way to automate the filling and capping process in a manufacturing or production setting. With the use of an Arduino Uno and various sensors and actuators, the system can accurately fill and cap liquid containers with minimal human intervention, improving productivity and reducing errors.

The system can be customized to meet specific requirements, including the type of liquid, the size and shape of the containers, and the desired filling volume. It can also be integrated with other automated systems to create a seamless and efficient production line.

Overall, an automated liquid filling system with capping using an Arduino Uno has the potential to save time, reduce costs, and improve

the overall efficiency of liquid filling and capping operations.

sensor, solenoid valve, relay module, and an IoT module. The user can connect to the system using a mobile application and monitor the water level in the tank, start/stop the water flow, and receive alerts when the water level is low or when the tank is full. The IoT module also allows for data logging and analysis for better water management.

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