LAB 8

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[https://www.tinkercad.com/things/7pfRgiw7arQ-lab8/editel?sharecode=41ujMBnC30hVXVLBFJlpHvhWRxJjRKjWXlwtd7OpHPUA picture containing game

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#include <LiquidCrystal.h>

LiquidCrystal lcd ( 12 , 11 , 5 , 4 , 3 , 2 );

int threshold = 500;

const int ledPin = 13;

void setup() {

lcd.begin(16, 2);

Serial.begin(9600);

pinMode(ledPin, OUTPUT);

lcd.print('hello');

pinMode(10,OUTPUT);

pinMode(9,OUTPUT);

pinMode(8,OUTPUT);

}

void loop() {

int sensorValue = random(0, 1000);

Serial.println(sensorValue);

lcd.clear();

lcd.print(sensorValue);

if(sensorValue > threshold) {

digitalWrite(ledPin, HIGH);

} else {

digitalWrite(ledPin, LOW);

}

if(sensorValue == 0){

digitalWrite(10,LOW);

digitalWrite(9,LOW);

digitalWrite(8,LOW);}

if(sensorValue > 0 && sensorValue < 400){

digitalWrite(10,LOW);

digitalWrite(9,LOW);

digitalWrite(8,HIGH);}

if(sensorValue > 400 && sensorValue < 700){

digitalWrite(10,LOW);

digitalWrite(9,HIGH);

digitalWrite(8,HIGH);}

if(sensorValue > 700 && sensorValue < 1000){

digitalWrite(10,HIGH);

digitalWrite(9,LOW);

digitalWrite(8,LOW);}

delay(1000);

}