

```
#include <Wire.h>
```

```
#include <LiquidCrystal_I2C.h>
```

```
LiquidCrystal_I2C lcd(0x27,16,2); // set the LCD address to 0x27 for a 16 chars and 2 line display
```

```
const int trigger = 5;
```

```
const int ecco = 4;
```

```
void setup() {
```

```
    lcd.init();           // initialize the lcd
```

```
    lcd.init();
```

```
    lcd.backlight();
```

```
    pinMode(trigger, OUTPUT);
```

```
    pinMode(ecco, INPUT);
```

```
    Serial.begin(9600);
```

```
    lcd.setCursor(0,0);
```

```
    lcd.print(" Depth level= ");
```

```
}
```

```
void loop() {
```

```
    long duration, distance ;
```

```
    digitalWrite(trigger, LOW);
```

```
    delayMicroseconds(30);
```

```
    digitalWrite(trigger, HIGH);
```

```
    delayMicroseconds(10);
```

```
    digitalWrite(trigger, LOW);
```

```
    duration = pulseIn(ecco, HIGH);
```

```
    distance = 0.034*duration/2;
```

```
Serial.print("Object is at ");
```

```
Serial.print(distance);
```

```
Serial.println(" cm");
```

```
lcd.setCursor(5,1);
```

```
lcd.print("      ");
```

```
lcd.setCursor(5,1);
```

```
lcd.print(distance);
```

```
delay(1500);
```

```
}
```