**AIM:  Design a luminous intensity meter, such that light intensity falling on LDR is sensed and displayed on the serial monitor upon the press of a switch.**

**Materials Required:**  
1. An LDR [Photoresistor]  
2. Arduino  
3. Wires  
4. LCD  
5.  resistor.  
6. Breadboard  
7. Arduino

**Sketch:**

|  |
| --- |
| #include <liquidcrystal.h>  LiquidCrystal lcd(12, 11, 5, 4, 3, 2);    void setup() { //initialise for at least 2s    lcd.begin(16, 2);    lcd.print("INITIALISING");    delay(500);    lcd.print(".");    delay(500);    lcd.print(".");    delay(500);    lcd.print(".");    delay(500);    lcd.print(".");    delay(500);  }  void loop()  {   int sensorValue = analogRead(A0);   double dV = sensorValue;   double le = (dV/1023)\*100;   int level = le;   lcd.clear();   lcd.setCursor(0, 0);   lcd.print("LIGHT LEVEL:");   lcd.print(level);   lcd.print("%");   lcd.setCursor(0, 1);     if ((level >= 0) && (level <= 5))   {    lcd.print("VERY DARK");   }   else if ((level > 5) && (level <= 10))   {    lcd.print("DARK");   }   else if ((level > 10) && (level <= 50))   {    lcd.print("BRIGHT");   }   else   {    lcd.print("VERY BRIGHT");   }     delay(500);  }  </liquidcrystal.h>  **Picture:** |