

```
// Include libraries
#include <Wire.h> // Include the Wire library (I2C)
#include <LiquidCrystal_I2C.h> // Include the I2C LCD library

// Define pin numbers for water level sensor
#define WATER_SENSOR_PIN A0

// Define threshold for detecting water level
#define WATER_THRESHOLD 500 // Adjust as per your sensor
and environment

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

void setup() {
  // Initialize serial communication
  Serial.begin(9600);

  // Initialize LCD
  lcd.init();
  lcd.backlight();

  // Set up water sensor pin
  pinMode(WATER_SENSOR_PIN, INPUT);
}

void loop() {
  // Read water level sensor value
  int waterLevel = analogRead(WATER_SENSOR_PIN);

  // Display water level on LCD
  lcd.setCursor(0, 0);
  lcd.print("Water Level: ");
  lcd.print(waterLevel);

  // Check if water level is above threshold
```

```
if (waterLevel > WATER_THRESHOLD) {  
    // Send notification (e.g., via Serial communication)  
    sendNotification(waterLevel);  
}  
  
delay(1000); // Delay for stability  
}  
  
// Function to send notification  
void sendNotification(int level) {  
    // Send notification via Serial communication  
    Serial.println("ALERT: High water level detected!");  
    Serial.print("Water level: ");  
    Serial.println(level);  
}
```