#include <LiquidCrystal\_I2C.h>

int led = 13;

int pirpin = 12;

int pirState = LOW;

int val = 0;

//int lux;

#define ldrpin 7

LiquidCrystal\_I2C lcd(0x27,20,4);

void setup() {

pinMode(led, OUTPUT);

pinMode(pirpin, INPUT);

pinMode(ldrpin, INPUT);

**Serial**.begin(9600);

lcd.init();

lcd.backlight();

lcd.setCursor(1,0);

lcd.print("LAMPU OTOMATIS");

lcd.setCursor(2,1);

lcd.print("BUDI\_SETIAWAN");

delay(2000);

lcd.clear();

  // put your setup code here, to run once:

}

void loop() {

  val = digitalRead(pirpin);

 // lux = digitalRead(7);

  if(val == LOW && digitalRead(ldrpin) == LOW){

    digitalWrite(led, LOW);

      lcd.setCursor(0,0);

      lcd.print("Ruangan Terang");

    if(pirState == HIGH){

      lcd.setCursor(0,1);

      lcd.print("Tidak Ada Gerakan");

      pirState == LOW;

    }

  }

  else{

  if(val == HIGH && digitalRead(ldrpin) == LOW){

    digitalWrite(led, LOW);

    lcd.setCursor(0,0);

    lcd.print("Ruangan Terang");

    if(pirState == LOW){

      lcd.setCursor(0,1);

      lcd.print("Ada Gerakan");

      pirState == HIGH;

    }

  }

  else{

    if(val == HIGH && digitalRead(ldrpin) == HIGH){

      digitalWrite(led, HIGH);

      lcd.setCursor(0,0);

      lcd.print("Ruangan  Redup");

      if(pirState == LOW){

        lcd.setCursor(0,1);

        lcd.print("Ada Gerakan");

        pirState == HIGH;

      }

    }

  }

  }

}