

Values

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

UltraDistSensor Sensor Name;
LiquidCrystal_I2C lcd(The LCD Address, 20, 4);

float Distance Storage Variable;

void setup() {
    lcd.init( );
    lcd.backlight( );
    Sensor Name .attach(TrigPin Name, EchoPin Name);
}

void loop() {
    lcd.clear( );
    lcd.setCursor(X Coordinate , Y Coordinate);
    lcd.print(" Distance: ");

    float distances = 0;
    float numTimes = 0;

    for(int i = 0; i < Number of Readings; i++){

        Distance Storage Variable = Sensor Name .distanceInInch( );

        if(Distance Storage Variable != 0.0){
            distances += Distance Storage Variable;
            numTimes;
        }
    }
}
```

```
}
```

```
Int averageDistance = Calculate the Average Distance ;
```

```
if (averageDistance Operator 0.0) {
```

```
    lcd.print(averageDistance);
```

```
} else {
```

```
    lcd.setCursor(X Coordinate , Y Coordinate);
```

```
    lcd.print("Object Not Found");
```

```
}
```

```
delay(500);
```

```
}
```