#include <Wire.h> //Library for using I2C

#include <LiquidCrystal\_I2C.h> //Library for using I2C type LCD display

LiquidCrystal\_I2C lcd(0x27, 16, 2); //initialize object lcd for class LiquidCrystal\_I2C with I2C address of 0x27 and 16x2 type LCD display

void setup()

{

// initialize the LCD

lcd.init();

lcd.backlight(); // Turn on the blacklight and print a welcome message.

lcd.setCursor(0,0);

lcd.print("CIRCUIT DIGEST");

lcd.setCursor(0,1);

lcd.print("DHT11 with STM32");

delay(1000);

lcd.clear();

}

void loop()

{

lcd.setCursor(0,0);

lcd.print("Temp: ");

lcd.print(" C");

lcd.setCursor(0,1);

lcd.print("Humid: ");

lcd.print(" %");

}

