```
#include <LiquidCrystal.h>
LiquidCrystal lcd = LiquidCrystal(10,9,8,7,6,5);
// Create an LCD object. Parameters: (RS, E, D4,
D5, D6, D7):
const int trigPin = 12;
const int echoPin = 11;
float time, distance;
void setup()
{
    lcd.begin(16, 2); // Specify the LCD's number
of columns and rows. Change to (20, 4) for a 20x4
LCD
    pinMode(trigPin, OUTPUT);
        pinMode(echoPin, INPUT);
        Serial.begin(9600);

}

void loop()
{
digitalWrite(trigPin, LOW);
delayMicroseconds(2);
digitalWrite(trigPin, HIGH);
delayMicroseconds(10);
digitalWrite(trigPin, LOW);

time = pulseIn(echoPin, HIGH);

distance = (time*.0343)/2;

// For Serial Monitor
Serial.print("Distance:CM ");
Serial.println(distance);

 // For LCD Display
lcd.setCursor(0,0);
lcd.print("Distance in CM");
lcd.setCursor(0,1);
lcd.print(distance);

}
```