

DESIGN FOR TEMPERATURE AND HUMIDITY

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```
#include <SoftwareSerial.h>

SoftwareSerial bt(8, 9); // RX, TX


#include <LiquidCrystal.h>
#include "dht.h"
#define dataPin A0

LiquidCrystal lcd(2, 3, 4, 5, 6, 7);
dht DHT;


int temp;
int hum;


void setup() {

    Serial.begin(9600);
    bt.begin(9600);
    Serial.println("Ready");


    lcd.begin(16,2);
    lcd.setCursor(0,0);
    lcd.print(" WELCOME To My ");
    lcd.setCursor(0,1);
    lcd.print("YouTube Channel");
```

```
    delay(2000);

    lcd.clear();
}

void loop(){

    int readData = DHT.read11(dataPin);

    hum = DHT.humidity;
    temp = DHT.temperature;

    lcd.setCursor(0,0);
    lcd.print("Humidity: ");
    lcd.print(hum);
    lcd.print("% ");

    lcd.setCursor(0,1);
    lcd.print("Temp: ");
    lcd.print(temp);
    lcd.print((char)223); //degree symbol
    lcd.print("C ");

    bt.print(temp); //send distance to MIT App
    bt.print(";");

    bt.print(hum); //send distance to MIT App
    bt.println(";");

    delay(1000);
}
```