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#include <LiquidCrystal.h>
const int LM = A0;
const int motor = 13;
const int Red = 12;
const int Green = 11;
LiquidCrystal lcd(2, 3, 4, 5, 6, 7);
void setup() {
Serial.begin(9600);
lcd.begin(16, 2);
lcd.print("Automated Plant");
lcd.setCursor(0,1);
lcd.print("Watering System!");
pinMode(motor, OUTPUT);
pinMode(Red, OUTPUT);
pinMode(Green, OUTPUT);
delay(2000);
lcd.clear();
lcd.print("Temp= ");
lcd.setCursor(0,1);
lcd.print("Pump=");
}
void loop() {
int value = analogRead(LM);
float Temperature = value * 500.0 / 1023.0;
lcd.setCursor(6,0);
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lcd.print(Temperature);
lcd.setCursor(11,1);
if (Temperature > 35){
  digitalWrite(motor, HIGH);
  digitalWrite(Red, HIGH);
  digitalWrite(Green, LOW);
 lcd.print("ON ");
}
else {
  digitalWrite(motor, LOW);
  digitalWrite(Red, LOW);
  digitalWrite(Green, HIGH);
 lcd.print("OFF");
}
 delay(1000);
}
```