

```
#include <LiquidCrystal.h> //LCD Library
```

```
#define NOTE_C4 262  
#define NOTE_D4 294  
#define NOTE_E4 330  
#define NOTE_F4 349  
#define NOTE_G4 392  
#define NOTE_A4 440  
#define NOTE_B4 494  
#define NOTE_C5 523
```

```
int temp;  
int T_Sensor = A3;  
int M_Sensor = A0;  
int W_led = 7;  
int P_led = 13;  
int Speaker = 9;  
int val;  
int cel;
```

```
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
```

```
void setup()
```

```
{  
  lcd.begin(16, 2);  
  lcd.clear();  
  pinMode(13,OUTPUT);  
  pinMode(7,INPUT);  
  pinMode(9,OUTPUT);
```

```
  val = analogRead(T_Sensor); //Read Temperature sensor value  
  int mv = ( val/1024.0)*5000;  
  cel = mv/10;
```

```
  
  lcd.setCursor(0,0);  
  lcd.print("Project By");  
  lcd.setCursor(0,1);  
  lcd.print("SK GROUPS ");  
  delay(1000);
```

```
}
```

```
void loop()
```

```
{
```

```
  lcd.clear();  
  int Moisture = analogRead(M_Sensor); //Read Moisture Sensor Value
```

```
  
  lcd.setCursor(0,0);  
  lcd.print("TEMP:");  
  lcd.setCursor(5,0);
```

```
lcd.print(cel);  
lcd.setCursor(7,0);  
lcd.print("*C");
```

```
if (Moisture> 700) // for dry soil
```

```
{  
    lcd.setCursor(11,0);  
    lcd.print("DRY");  
    lcd.setCursor(11,1);  
    lcd.print("SOIL");  
    if (digitalRead(W_led)==1) //test the availability of water in storage  
    {  
        digitalWrite(13, HIGH);  
        lcd.setCursor(0,1);  
        lcd.print("PUMP:ON");  
    }  
    else  
    {  
        digitalWrite(13, LOW);  
        lcd.setCursor(0,1);  
        lcd.print("PUMP:OFF");  
  
        tone(Speaker, NOTE_C4, 500);  
        delay(500);  
        tone(Speaker, NOTE_D4, 500);  
        delay(500);  
        tone(Speaker, NOTE_E4, 500);  
        delay(500);  
        tone(Speaker, NOTE_F4, 500);  
        delay(500);  
        tone(Speaker, NOTE_G4, 500);  
        delay(500);  
    }  
}
```

```
if (Moisture>= 300 && Moisture<=700) //for Moist Soil
```

```
{  
    lcd.setCursor(11,0);  
    lcd.print("MOIST");  
    lcd.setCursor(11,1);  
    lcd.print("SOIL");  
    digitalWrite(13,LOW);  
    lcd.setCursor(0,1);  
    lcd.print("PUMP:OFF");  
}
```

```
if (Moisture < 300) // For Soggy soil
```

```
{  
    lcd.setCursor(11,0);  
    lcd.print("SOGGY");  
    lcd.setCursor(11,1);  
    lcd.print("SOIL");  
    digitalWrite(13,LOW);  
    lcd.setCursor(0,1);  
    lcd.print("PUMP:OFF");  
}
```

```
}  
delay(1000);  
}
```