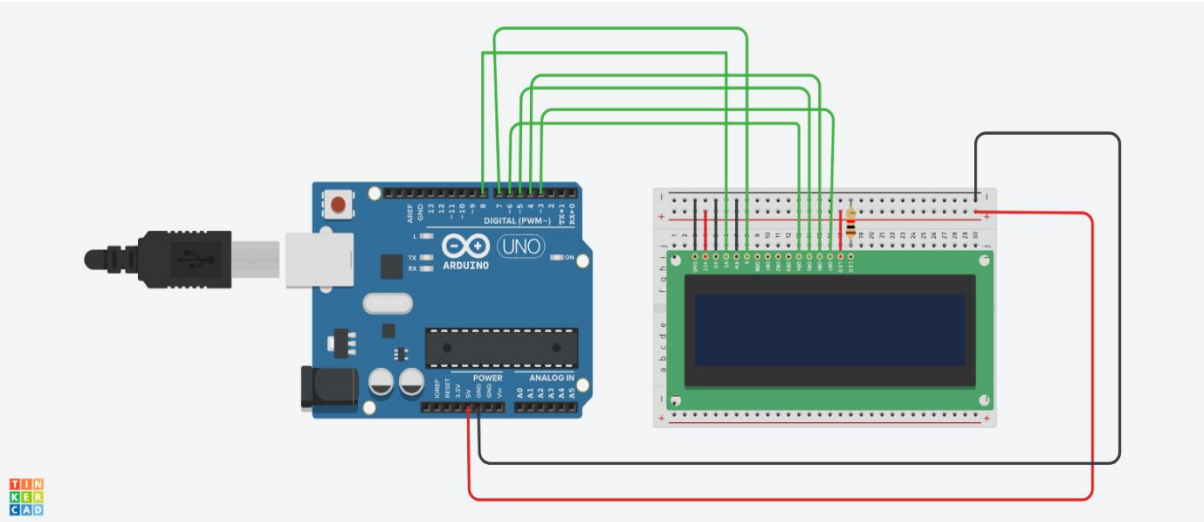
DISPLAY TEXT

CODE

```
#include<LiquidCrystal.h>
LiquidCrystal lcd(8,7,6,5,4,3);
void setup()
{
  lcd.begin(6,2);
}
void loop()
{
  lcd.setCursor(0,0);
   lcd.print("");
  lcd.setCursor(2,1);
   lcd.print("");
  lcd.setCursor(0,2);
  lcd.print("WELCOME TO KCE");
}
```

PICTURE OF MY DESIGN



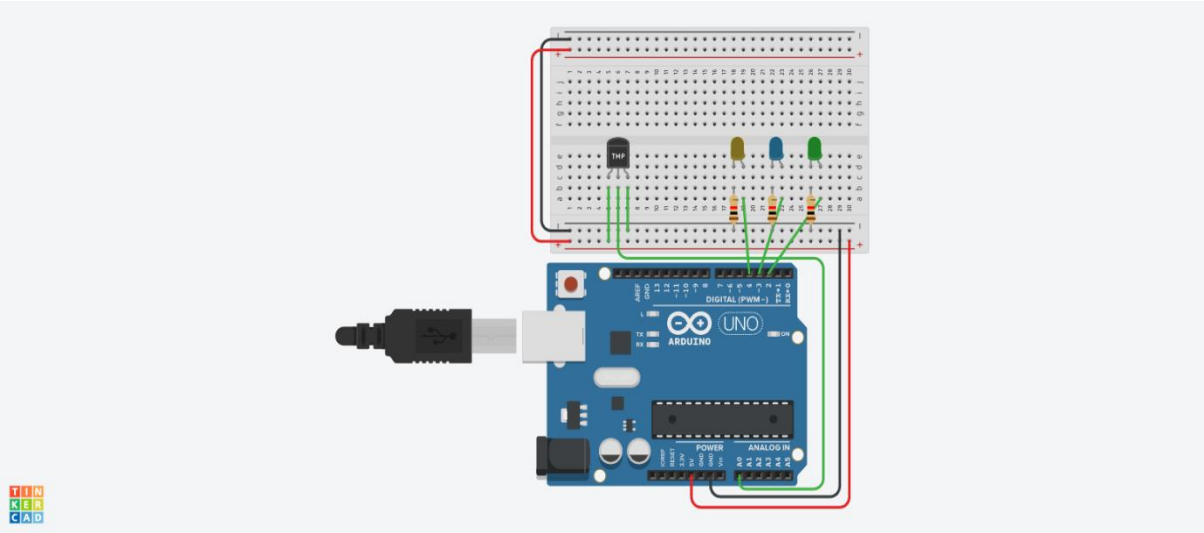
TEMPERATURE SENSOR

CODE

```
int baselineTemp = 0;
int celsius = 0;
int fahrenheit = 0;
void setup()
{
  pinMode(A0, INPUT);
  Serial.begin(9600);
  pinMode(2, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
}
void loop()
{
  baselineTemp = 40;
  celsius = map(((analogRead(A0) - 20) * 3.04), 0, 1023, -40, 125);
   fahrenheit = ((celsius * 9) / 5 + 32);
  Serial.print(celsius);
  Serial.print(" C, ");
  Serial.print(fahrenheit);
  Serial.println(" F");
   if (celsius < baselineTemp) {
    digitalWrite(2, LOW);
    digitalWrite(3, LOW);
    digitalWrite(4, LOW);
  }
  if (celsius >= baselineTemp && celsius < baselineTemp + 10) {
    digitalWrite(2, HIGH);
    digitalWrite(3, LOW);
```

```
    digitalWrite(4, LOW);
  }
  if (celsius >= baselineTemp + 10 && celsius < baselineTemp + 20) {
    digitalWrite(2, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(4, LOW);
  }
  if (celsius >= baselineTemp + 20 && celsius < baselineTemp + 30) {
    digitalWrite(2, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(4, HIGH);
  }
  if (celsius >= baselineTemp + 30) {
    digitalWrite(2, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(4, HIGH);
  }
  delay(1000);
}
```

PICTURE OF MY DESIGN



PIR MOTION SENSOR

CODE

```
// C++ code
int ser = 0;
int pavi = 0;
void setup()
{
  pinMode(8, INPUT);
  Serial.begin(9600);
  pinMode(9, OUTPUT);
}  void loop()
{
  pavi = digitalRead(8);
  Serial.println(pavi);
  if (pavi < HIGH) {
    digitalWrite(9, HIGH);
  } else {
    digitalWrite(9, LOW);
  }
  delay(1000); // Wait for 1000 millisecond(s)
}
```

PICTURE OF MY DESIGN