Data Acquisition
Analogue Read

ID: 4715

Name: Ibrahim Mostafa Ibrahim Elshenhapy
Group: 3
Section: 1

Arduino code

```
#include<LiquidCrystal.h>
LiquidCrystal lcd(12,11,10,9,8,7);

int sensor=A5,pot=A1,ldr=A2;
float temp;

void setup() {lcd.begin(16,2);}

void loop() {lcd.clear();

lcd.setCursor(0,0);lcd.print("Temp=");
lcd.setCursor(6,0);lcd.print((analogRead(sensor)-5)/2.0);
//Different formula but it works for my simulation
//I think there is error in my protus version

lcd.setCursor(0,1);lcd.print("Pot=");
lcd.setCursor(4,1);lcd.print(analogRead(pot)*100.0/1023.0);

lcd.setCursor(8,1);lcd.print("LDR=");
lcd.setCursor(12,1);lcd.print(analogRead(ldr)*100.0/1023.0);
//this one worked when i changed the the values of ldr
delay(500);}
```

```
protot
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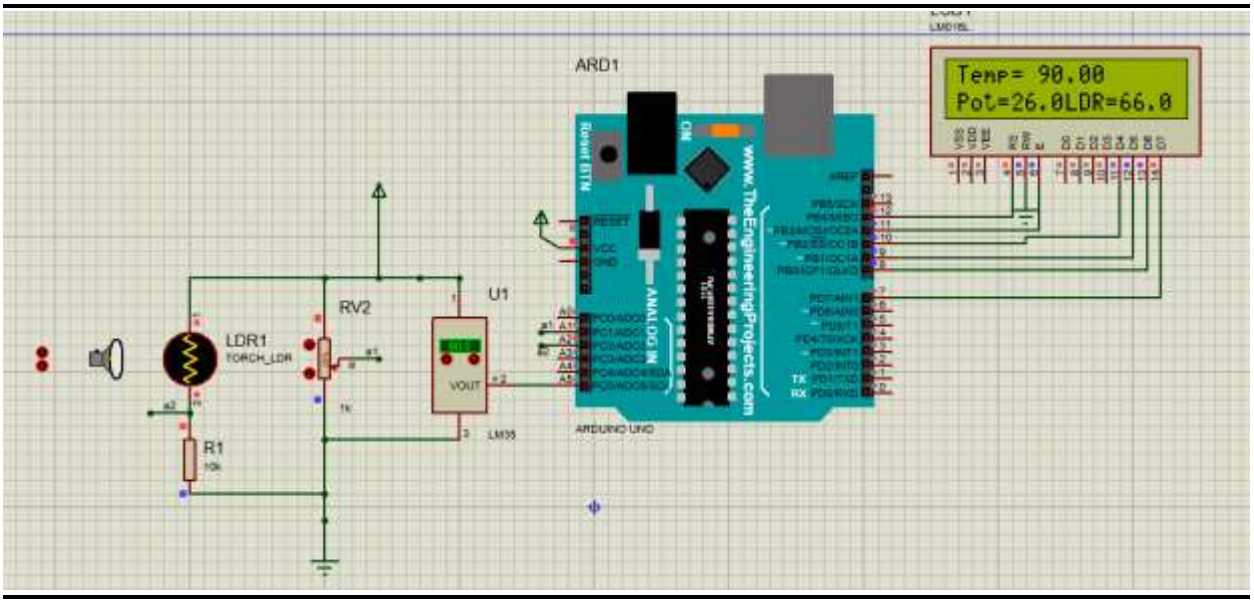
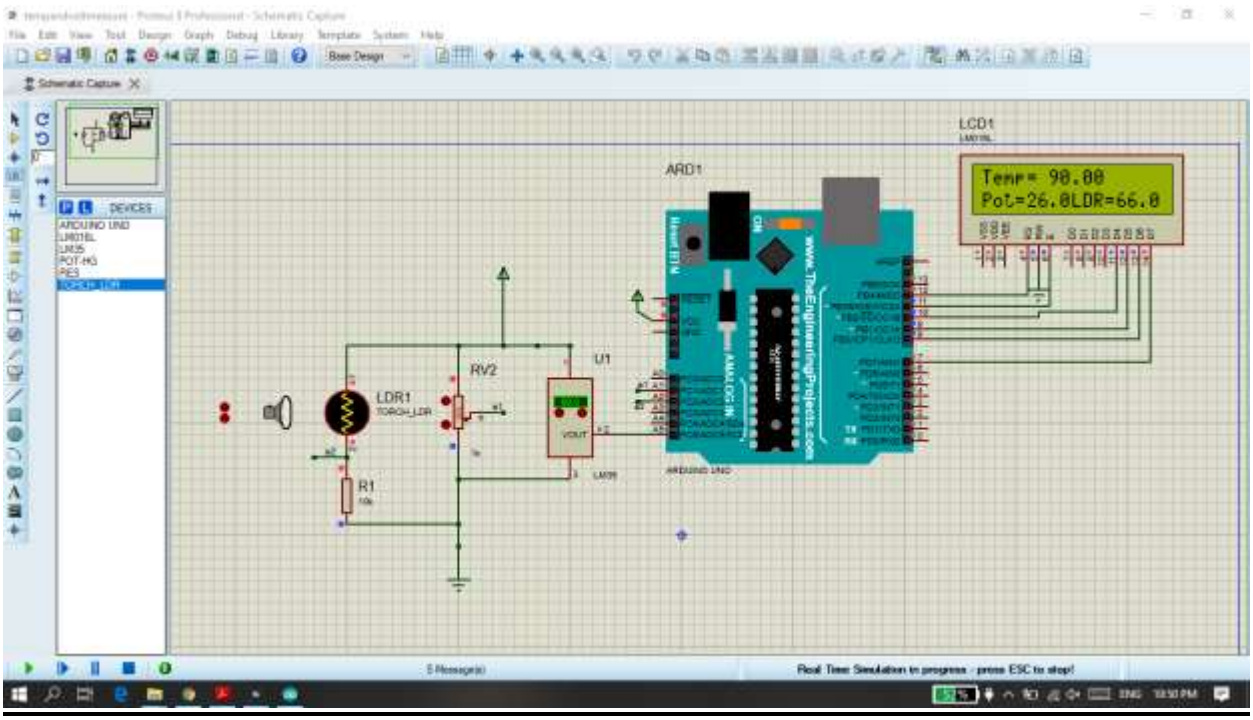
```
Sketch uses 3956 bytes (12%) of program storage space. Maximum is 32256 bytes.
Global variables use 73 bytes (3%) of dynamic memory, leaving 1975 bytes for local variables. Maximum is 2048 bytes.
```




LCD1
Temp= 98.00
Pot=26.0LDR=66.0
ARD1
LDR1
RV2
R1
U1
Real Time Simulation in progress - press ESC to stop!