

Code:

```
#include<LiquidCrystal.h>

LiquidCrystal lcd(13,12,11,10,9,8);

#define in 14
#define out 19
#define relay 2

int count=0;

void IN()
{
    count++;
    lcd.clear();
    lcd.print("Person In Room:");
    lcd.setCursor(0,1);
    lcd.print(count);
    delay(1000);
}

void OUT()
{
    count--;
    lcd.clear();
    lcd.print("Person In Room:");
    lcd.setCursor(0,1);
    lcd.print(count);
    delay(1000);
}

void setup()
{
    lcd.begin(16,2);
    lcd.print("Visitor Counter");
    delay(2000);
    pinMode(in, INPUT);
    pinMode(out, INPUT);
```

```
pinMode(relay, OUTPUT);  
lcd.clear();  
lcd.print("Person In Room:");  
lcd.setCursor(0,1);  
lcd.print(count);  
}  
void loop()  
{  
  
if(digitalRead(in))  
  IN();  
if(digitalRead(out))  
  OUT();  
  
if(count<=0)  
{  
  lcd.clear();  
  digitalWrite(relay, LOW);  
  lcd.clear();  
  lcd.print("Nobody In Room");  
  lcd.setCursor(0,1);  
  lcd.print("Light Is Off");  
  delay(200);  
}  
  
else  
  digitalWrite(relay, HIGH);  
  
}
```