## Arduino UNO displaying value for humidity and temperature :

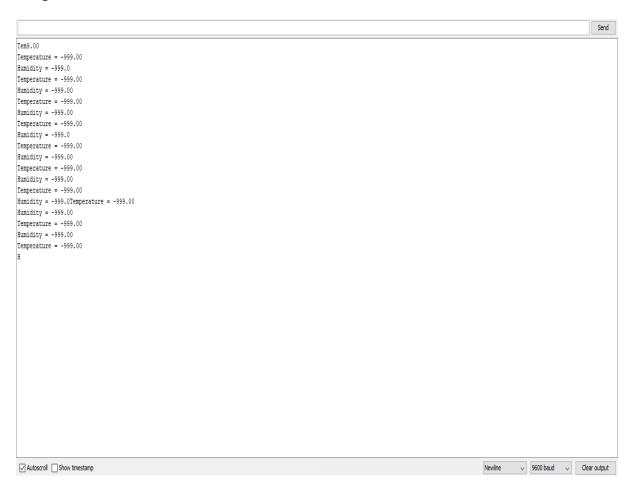
```
#include<dht.h>
dht DHT;

#define DHT11_PIN A0

void setup(){
   Serial.begin(9600);
}

void loop()
{
   DHT.read11(DHT11_PIN);
   Serial.print("Temperature = ");
   Serial.println(DHT.temperature);
   Serial.print("Humidity = ");
   Serial.println(DHT.humidity);
   delay(1000);
}
```

## **Output:**



## **Checking temperature conditions:**

I'm going to offer you a pattern, not a simple if-else if-else block.

You might want to have an interface Temperature

```
interface Temperature {
 /** Returns true if the temperature matches the criteria. */
 boolean within(final int temperature);
 /** Returns an appropriate, descriptive, message. */
 String message();
class BoilingTemperature implements Temperature {
 public boolean within(final int temperature) {
   return temperature > 99;
 public String message() {
   return "Water boiling";
}
class FreezingTemperature implements Temperature {
 public boolean within(final int temperature) {
   return temperature < 1; // Should be 3 degree! But anyway.
 public String message() {
   return "Water freezing";
 }
class YourCustomTemperature implements Temperature {
 public boolean within(final int temperature) {
   return temperature > 6 && temperature < 40;
 public String message() {
   return "Your custom message";
final List<Temperature> temperatures = new ArrayList<>(6);
temperatures.add(new BoilingTemperature());
temperatures.add(new FreezingTemperature());
temperatures.add(new YourCustomTemperature());
```

```
public static void main(String[] args) {
    System.out.println("Give the temperature : ");
    final Scanner sc = new Scanner(System.in);
    int temp = sc.nextInt();

    for (final Temperature t : temperatures) {
        if (t.within(temp)) {
            System.out.println(t.message());
        }
    }
}
```