|  |  |  |
| --- | --- | --- |
| **CODING**  #include "LiquidCrystal.h" | | |
|  |  |
|  | LiquidCrystal lcd(2, 3, 4, 5, 6, 7); |
|  |  |
|  | float voltage = 0.0; |
|  | float temp=0.0; |
|  | int analog\_value; |
|  |  |
|  | void setup() |
|  | { |
|  | lcd.begin(16, 2); |
|  | lcd.setCursor (0,0); |
|  | lcd.print(" Arduino based "); |
|  | lcd.setCursor(0,1); |
|  | lcd.print("Digital Voltmeter"); |
|  | delay(2000); |
|  | } |
|  | void loop() |
|  | { |
|  |  |
|  |  |
|  | analog\_value = analogRead(A0); |
|  | temp = (analog\_value \* 5.0) / 1024.0; |
|  |  |
|  | voltage = temp/(0.0909); |
|  | if (voltage < 0.1) |
|  | { |
|  | voltage=0.0; |
|  | } |
|  | lcd.clear(); |
|  | lcd.setCursor(0, 0); |
|  | lcd.print("Voltage= "); |
|  | lcd.print(voltage); |
|  | lcd.setCursor(13,1); |
|  | lcd.print("V"); |
|  | delay(30); |
|  | } |