#include<Wire.h>  
#include<LCD.h>  
#include<LiquidCrystal\_I2C.h>  
LiquidCrystal\_I2C lcd(0x3F, 2, 1,0, 4, 5, 6 , 7, 3, POSITIVE);  
  
#define out 7  
#define in 8  
  
int count = 0;  
  
void setup ()  
{  
  lcd.begin(16,2);  
  lcd.clear();  
  lcd.print("Counter: ");  
  delay(3000);  
  pinMode (in, INPUT) ;// define the obstacle avoidance sensor output interface  
  pinMode (out, INPUT) ;  
   
  lcd.clear();  
  lcd.print("Person In Room:");  
  lcd.setCursor(0,1);  
  lcd.print(count);  
}  
   
void loop ()  
{  
  if(digitalRead(in)==LOW)  
  {  
      count++;  
      lcd.clear();  
    lcd.print("Person In Room:");  
    lcd.setCursor(0,1);  
    lcd.print(count);  
    delay(2000);  
     
  }  
  if(digitalRead(out)==LOW)  
  {  
    if(count>0)  
    {  
      count--;  
    }  
    lcd.clear();  
    lcd.print("Person In Room:");  
    lcd.setCursor(0,1);  
    lcd.print(count);  
    delay(2000);  
  }  
   
}