



LiquidCrystallcd(12, 11, 7, 6, 5, 4);

setup() da lcd.begining() funksiyasini ishga tushiramiz, u indikator o'lchamini aniqlaydi, ya'ni lcd.print () - ekran displeyiga axborotlarni chiqarish uchun, lcd.setCursor() – kursorni ma'lum holatga o'rnatish uchun 15.1 listingda sketch ko'rsatilgan.

```
// Kutubxonani ulash
```

```
#include<LiquidCrystal.h>
```

```
// ulashni ulanish nuqtalarini ko'rsatib initsializatsiyalash
```

```
LiquidCrystallcd(12, 11, 7, 6, 5, 4);
```

```
const int LM335=A0; // LM335ni ulash uchun
```

```
voidsetup() {
```

```
// display o'lamini o'rnatish
```

```
led.begin(16, 2);
```

```
void loop ()
```

```
double val = analogRead(LM335); // o'qish
```

```
double voltage = val*5.0/1024; // voltga o'zgartirish
```

```
// qiymatlarni Kelvinda chiqarish
```

```
lcd.setCursor(2,0);
```

```
lcd.print("Tk="); lcd.print(voltage*100); led.print("K");
```

```
doubletemp = voltage*100 - 273.15; // gradus Selsida
```

```
// qiymatni gradus Selsida chiqarish
```