```cpp
#include "DHT.h"
#include <Wire.h>
#include<LiquidCrystal_PCF8574.h>

LiquidCrystal_PCF8574 lcd(0x27);  //initialize lcd address
#define DHTTYPE DHT11    // DHT 11

const int AirQPin = A0;        //sensors pins
const int DHTPin = 2;
const int WaterPin = A2;
const int LightPin = A3;

int show;
DHT dht(DHTPin, DHTTYPE);

void setup() {
  // put your setup code here, to run once:
  dht.begin();
  int error;
  pinMode(WaterPin, INPUT);      //initialize all sensor
pins
  pinMode(LightPin, INPUT);
  pinMode(AirQPin, INPUT);


  Serial.begin(74880);                 //define baud rate
  Serial.println("LCD...");
  Wire.begin();
  Wire.beginTransmission(0x27);      //start i2c
communication
  error = Wire.endTransmission();
  if (error == 0) {
    Serial.println(": LCD found.");
```

```
  } else {
    Serial.println(": LCD not found.");
  } // if

  lcd.begin(16, 2);                    // initialize the lcd
  show = 0;
}

void loop() {

    float h = dht.readHumidity();        // Read humidity

    float t = dht.readTemperature();     // Read temperature

    //float f = dht.readTemperature(true);

    float water =analogRead(WaterPin);    //Read water level
    float light =analogRead(LightPin);    //Read light
intensity level
    float air =analogRead(AirQPin);       //Read air
quality level


    lcd.setBacklight(255);                //display sensor
data on LCD
    lcd.home(); lcd.clear();
    lcd.print("Humidity: ");
    lcd.print(h);
    lcd.print("%");
    lcd.setCursor(0,1);
    lcd.print("Temp: ");
    lcd.print(t);
```

```
lcd.print("*C");
delay(1000);

lcd.home(); lcd.clear();
lcd.print("Moisture: ");
lcd.print(water);
lcd.setCursor(0,1);
lcd.print("Air: ");
lcd.print(air);

delay(1000);

lcd.home(); lcd.clear();
lcd.print("Light : ");
lcd.print(light);
lcd.print("lx");

delay(1000);


 Serial.print(h);                //send sensor data to nodeMCU
 Serial.print(",");

 Serial.print(t);
 Serial.print(",");

 Serial.print(water);
 Serial.print(",");

 Serial.print(air);
 Serial.print(",");

 Serial.println(light);
```

```
    delay(1000);


}
```