```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd(0x27, 16, 2);

const int trigPin = 9;
const int echoPin = 10;
bool running=true;
float duration, distance;

void setup() {
  pinMode(trigPin, OUTPUT);
  pinMode(echoPin, INPUT);
  lcd.init();
  lcd.backlight();
  lcd.setCursor(1, 0);
  lcd.print("Hello!");
  delay(1500);
  lcd.setCursor(1, 1);
  lcd.print("Goodbye");
  delay(1500);
  lcd.clear();
  Serial.begin(9600);
}

void loop() {
  while (running==true)
  {
```

```
    digitalWrite(trigPin, LOW);
    delayMicroseconds(2);
    digitalWrite(trigPin, HIGH);
    delayMicroseconds(10);
    digitalWrite(trigPin, LOW);

    duration = pulseIn(echoPin, HIGH);
    distance = (duration*.0343)/2;

    delay(100);
    if (distance>40){
      lcd.print("More!");
      delay(300);
      lcd.clear();
      Serial.print("Distance: ");
      Serial.println(distance);
    }
    if (distance<40){
      lcd.print("Stop!");
      delay(300);
      Serial.print("Distance: ");
      Serial.println(distance);
      running=false;
    }
  }
}
```