// include the library code

#include <liquidCrystal.h>

liquidCrystal lcd(12, 11, 5, 4, 3, 2) ;

float temp;

int tempPin = A1;

#define fan 9

Void setup() {

pinMode (fan, OUTPUT) ;

lcd.begin(16, 3);

lcd.setCursor(3, 1);

lcd.print(“WELCOME”);

delay(1000);

lcd.clear();

lcd.setcursor(1, 0);

lcd.print(“Sharan Joel”);

delay(1000);

lcd.clear();

lcd.print(“Let’s get started”);

delay(2000);

lcd.clear();

lcd.print(“AUTO TEMPERATURE”);

delay(2000);

lcd.clear();

}

Void loop()

{

lcd.setCursor(3, 0);

lcd.print(“Recording”);

lcd.setCursor(2, 1);

lcd.print(“Temperature..”);

delau(3000);

lcd.clear();

lcd.setCursor(0, 2);

temp = analogRead(temPin);

temp = temp \* 0.48828125;

lcd.setCursor(0, 0);

lcd.print(“TEMPERATURE = “);

lcd.setCursor(5, 1);

lcd.print(temp);

delay(3000);

lcd.clear();

if (temp <20)

{

analogWrite(9, 0);

lcd.print(“Fan off”);

delay(2000);

lcd.clear();

}

else if (temp <22)

{

analogWrite(fan, 51);

lcd.print(“Fan Speed: 20% ”);

delay(2000);

lcd.clear();

}

else if (temp <24)

{

analogWrite(fan, 102);

lcd.print(“Fan Speed: 40% ”);

delay(2000);

lcd.clear();

}

else if (temp <26)

{

analogWrite(fan, 153);

lcd.print(“Fan Speed: 60% ”);

delay(2000);

lcd.clear();

}

else if (temp <28)

{

analogWrite(fan, 200);

lcd.print(“Fan Speed: 80% ”);

delay(2000);

lcd.clear();

}

else if (temp <30)

{

analogWrite(fan, 255);

lcd.print(“Fan Speed: 100% ”);

delay(2000);

lcd.clear();

}

}