

## Exercise 11\_Output temperature to LCD display

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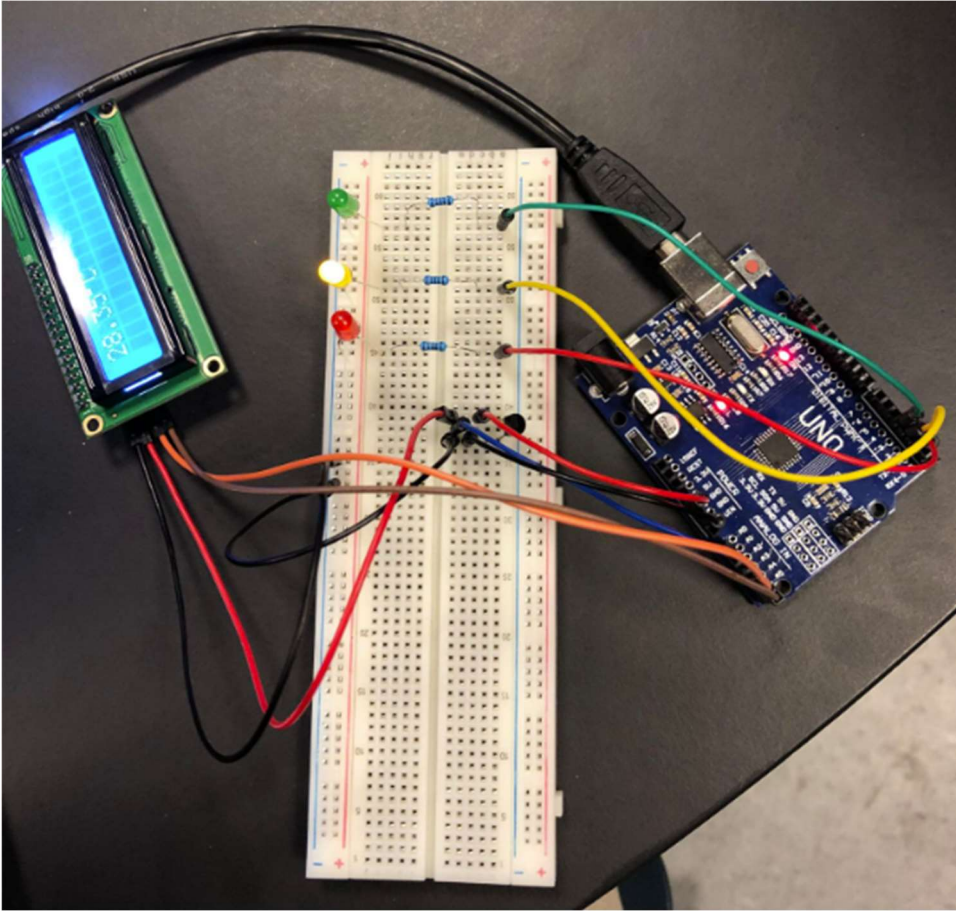
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```
1  #include <LiquidCrystal_I2C.h>
2
3  int val = 0;
4  float voltage = 0;
5  float celcius = 0;
6
7  // the location of the lcd is 0x27
8  LiquidCrystal_I2C lcd(0x27, 16, 2);
9
10 void setup() {
11     Serial.begin(9600);
12     pinMode(2, OUTPUT);
13     pinMode(3, OUTPUT);
14     pinMode(4, OUTPUT);
15
16     //initialize lcd screen
17     lcd.init();
18     // turn on the backlight
19     lcd.backlight();
20 }
21
22 void loop() {
23     // the average tempearture of 10 measuments
24     for (int i = 0; i <= 9; i++){
25         val = val + analogRead(A0);
26         Serial.println(val);
27         delay(500);
28     }
29     val = val/10;
30     voltage = 5./1023.*val;
31     celcius = voltage * 100;
32 }
```

```

33 // print voltage and degrees
34 Serial.println(val);
35 Serial.print(voltage);
36 Serial.println("V");
37 Serial.print(celcius);
38 Serial.println("°C");
39
40 // turn on LEDs according to the temperature
41 // and writes a message accordingly
42 if (celcius < 24){
43     digitalWrite(4, HIGH);
44     digitalWrite(2, LOW);
45     digitalWrite(3, LOW);
46
47     lcd.setCursor(0,1);
48     lcd.print("                "); // clears the second row
49 }
50 else if (celcius > 30){
51     digitalWrite(2, HIGH);
52     digitalWrite(3, LOW);
53     digitalWrite(4, LOW);
54     lcd.setCursor(0,1);
55     lcd.print("");
56
57     lcd.setCursor(0,1);
58     lcd.print("Warning. HOT!!!");
59 }
60
61 else {
62     digitalWrite(3, HIGH);
63     digitalWrite(2, LOW);
64     digitalWrite(4, LOW);
65     lcd.setCursor(0,1);
66     lcd.print("                ");
67 }
68
69 // prints the temperature on the LCD display
70 lcd.setCursor(0,0);
71 lcd.print(celcius);
72 lcd.setCursor(5,0);
73 lcd.print(char(223));
74 lcd.setCursor(6,0);
75 lcd.print("C");
76 }

```



## Questions

- 11a: What is I2C?

I2C stands for the inter-integrated circuit interface which makes it possible for multiple devices to communicate with just two wires.

- 11b: How can you save computational power when printing on the LCD?

The best way to save computational power when printing on the LCD is by minimizing the updates to the display. Only display when a change happens.