#include<Wire.h>

#include <LiquidCrystal\_I2C.h>

LiquidCrystal\_I2C lcd(0X27, 16, 2);

void setup() {

Wire.begin();

Serial.begin(9600);

lcd.begin(16,2);

lcd.print("Flame detector");

pinMode(A0, INPUT);

pinMode(3, OUTPUT);

}

void loop() {

int flameValue = analogRead(A0);

lcd.setCursor(0,0);

lcd.print("All Clear");

if(flameValue > 700) {

digitalWrite(3,LOW);

lcd.setCursor(0,0);

lcd.print("No fire detected");

}

else {

digitalWrite(3, HIGH);

delay(1000);

digitalWrite(3,LOW);

Serial.println("Fire Detected!");

lcd.setCursor(0,0);

lcd.print("Fire Detected!");

}

delay(1000);

}