#include "SoftwareSerial.h"

#include <LiquidCrystal\_I2C.h>

#include <SoftwareSerial.h>

SoftwareSerial mySerial(3, 2);

LiquidCrystal\_I2C lcd(0x27, 16, 2);

#define blue 2

#define green 3

#define red 4

unsigned int f;

unsigned int g;

unsigned int h;

void setup() {

  pinMode(blue, OUTPUT);

  pinMode(green, OUTPUT);

  pinMode(red, OUTPUT);

  Serial.begin(9600);

  mySerial.begin(9600);

  Serial.println();

  lcd.init();

  lcd.backlight();

  lcd.setCursor(0, 0);

  lcd.print("  Welcome To");

  lcd.setCursor(0, 1);

  lcd.print("JustDoElectronic");

  lcd.clear();

  delay(3000);

}

void loop() {

  f = analogRead(1);

  g = analogRead(2);

  h = analogRead(3);

  if (f <= 722) {

    digitalWrite(blue, HIGH);

    digitalWrite(green, LOW);

    digitalWrite(red, LOW);

    mySerial.println("Plz Give Me Water");

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print("  Plz Give Me");

    lcd.setCursor(0, 1);

    lcd.print("     Water   ");

    delay(3000);

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print(" If Anything");

    lcd.setCursor(0, 1);

    lcd.print("  You Want ");

  }

  else if (g <= 670) {

    digitalWrite(green, HIGH);

    digitalWrite(blue, LOW);

    digitalWrite(red, LOW);

    mySerial.println("Plz Give Me Food");

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print("  Plz Give Me ");

    lcd.setCursor(0, 1);

    lcd.print("     Food   ");

    delay(3000);

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print(" If Anything");

    lcd.setCursor(0, 1);

    lcd.print("  You Want ");

  }

  else if (h <= 675) {

    digitalWrite(green, HIGH);

    digitalWrite(blue, LOW);

    digitalWrite(red, LOW);

    mySerial.println("Plz Give Me Tea");

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print("  Plz Give Me");

    lcd.setCursor(0, 1);

    lcd.print("     Tea   ");

    delay(3000);

    lcd.clear();

    lcd.setCursor(0, 0);

    lcd.print(" If Anything");

    lcd.setCursor(0, 1);

    lcd.print("  You Want ");

  }

  else {

  }

  delay(200);

}