#include <LiquidCrystal.h>

int level\_1 = A1;

int level\_2 = A2;

int level\_3 = A3;

int level\_4 = A4;

int level\_5 = A5;

int pin\_motor = 8;

int led = 9;

int a;

int b;

int c;

int d;

int e;

int r; //Water Pump status

int z=100;

LiquidCrystal lcd(2, 3, 4, 5, 6, 7);

void setup()

{

pinMode(level\_1,INPUT);

pinMode(level\_2,INPUT);

pinMode(level\_3,INPUT);

pinMode(level\_4,INPUT);

pinMode(level\_5,INPUT);

pinMode(pin\_motor,OUTPUT);

pinMode(led,OUTPUT);

lcd.begin(16, 2);

}

void loop()

{

r=digitalRead(pin\_motor);

a=analogRead(level\_1);

b=analogRead(level\_2);

c=analogRead(level\_3);

d=analogRead(level\_4);

e=analogRead(level\_5);

lcd.clear();

lcd.setCursor(0,0);

lcd.print("MORY");

//lcd.setCursor(0,1);

//lcd.print("Water Level ");

if(e>z && d>z && c>z && b>z && a>z )

{

digitalWrite(pin\_motor,LOW);

lcd.setCursor(0,0);

lcd.print("Tank is 100%FULL");

digitalWrite(led,HIGH);

delay(500);

digitalWrite(led,LOW);

delay(500);

{

lcd.setCursor(0,0);

lcd.print("Tank is 80% FULL");

}

else if(e<z && d<z && c>z && b>z && a>z )

{

lcd.setCursor(0,0);

lcd.print("Tank is 60% FULL");

}

else if(e<z && d<z && c<z && b>z && a>z )

{

lcd.setCursor(0,0);

lcd.print("Tank is 40% FULL ");

}

else if(e<z && d<z && c<z && b<z && a>z )

{

lcd.setCursor(0,0);

lcd.print("Tank is 20% FULL");

}

else if(e<z && d<z && c<z && b<z && a<z )

{

digitalWrite(pin\_motor,HIGH);

lcd.setCursor(0,0);

lcd.print("Tank is EMPTY ");

}

if(r==LOW)

{

lcd.setCursor(0,1);

lcd.print("Pump is (OFF) ");

}

else

{

lcd.setCursor(0,1);

lcd.print("Pump is (ON) ");

}

delay(100);

lcd.clear();

}