

```
#include <LiquidCrystal.h>
```

```
LiquidCrystal lcd( 8, 9, 4, 5, 6, 7 );  
const int temperaturePin= 1;  
const int motorPin1 = 11;  
const int motorPin2 = 12;  
const int redLED = 3;  
const int yellowLED = 2;  
int x;
```

```
void setup() {  
  lcd.begin(16, 2);  
  lcd.clear();  
  lcd.setCursor(0, 0);  
  pinMode(motorPin1, OUTPUT);  
  pinMode(motorPin2, OUTPUT);  
  pinMode(redLED, OUTPUT);  
  pinMode(yellowLED, OUTPUT);  
  Serial.begin(9600);  
}
```

```
void loop() {  
  lcd.print("Hello, I am/nMagician Chassis");  
  x=analogRead (0);  
  lcd.setCursor(10,1);  
  float voltage, degreesC, degreesF;  
  voltage = analogRead(temperaturePin);  
  degreesC = (voltage * 0.004882814 - 0.5) * 100;  
  degreesF = (degreesC * (9/5)) + 32;
```

```
//LCD(TEMPERATURE)***
```

```
if (x <= 50){  
  lcd.begin(16, 2);  
  lcd.clear();  
  lcd.setCursor(0, 0);  
  
  lcd.print("Voltage:");  
  lcd.print(voltage);  
  lcd.println(" V");
```

```
delay(2000);  
lcd.setCursor(0, 2);  
lcd.print("Fahrenheit:");  
lcd.println(degreesF);
```

```
delay(2000);  
lcd.setCursor(0, 1);  
lcd.print("Celsius:");  
lcd.println(degreesC);
```

```
delay(2000);  
}
```

```
//MOTOR***
```

```
if (50 < x && x <= 200){  
    digitalWrite(motorPin1, HIGH);  
    digitalWrite(motorPin2, HIGH);  
    delay (2500);  
    digitalWrite(motorPin1, LOW);  
    digitalWrite(motorPin2, LOW);  
}
```

```
//LED***
```

```
if (200 < x && x <= 400){  
    if (degreesC >= 28) {  
        digitalWrite(redLED, HIGH);  
        delay(1500);  
        digitalWrite(redLED, LOW);  
        delay(1500);  
    }  
    else {  
        digitalWrite(yellowLED, HIGH);  
        delay(1500);  
        digitalWrite(yellowLED, LOW);  
        delay(1500);  
    }  
}
```

```
//CAR-TURNING***
```

```
if (400 < x && x <= 600) {
```

```
digitalWrite(motorPin1, HIGH);  
delay(10000);  
digitalWrite(motorPin1, LOW);  
delay(1000);  
digitalWrite(motorPin2, HIGH);  
delay(10000);  
digitalWrite(motorPin2, LOW);  
  
}  
  
}
```