#include<LiquidCrystal\_I2C.h>

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

#include<DHT.h>

#define DHTPIN 2

#define DHTTYPE DHT22

DHT dht(DHTPIN , DHTTYPE);

void setup() {

// put your setup code here, to run once:

dht.begin();

pinMode(13,INPUT);

lcd.init();

lcd.backlight();

lcd.setCursor(0,0);

lcd.print("Hello");

delay(5000);

}

void loop() {

// put your main code here, to run repeatedly:

float val = analogRead(0);

lcd.clear();

lcd.setCursor(0,0);

lcd.print("Soil Moisture");

lcd.setCursor(0,1);

lcd.print(val);

delay(1000);

float val1 = dht.readHumidity();

float val2 = dht.readTemperature();

lcd.clear();

lcd.setCursor(0,0);

lcd.print("TEMP :");

lcd.setCursor(0,1);

lcd.print(val2);

delay(1000);

lcd.clear();

lcd.setCursor(0,0);

lcd.print("Humidity:");

lcd.setCursor(0,1);

lcd.print(val1);

delay(1000);

}