#include<LiquidCrystal.h>

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

int k1=0,k2=0;

char ch;

void setup() {

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

Serial.begin(9600);

pinMode(8,OUTPUT);

pinMode(9,OUTPUT);

lcd.begin(16,2);

lcd.setCursor(0,1);

//pinMode(4,OUTPUT);

//pinMode(5,OUTPUT);

}

void loop() {

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

if (Serial.available()>0)

{

char ch=Serial.read();

if(ch=='1')

{

if(k1==0)

{

digitalWrite(8,HIGH);

Serial.print("FAN ON");

k1=1;

}

else

{

digitalWrite(8,LOW);

Serial.print("FAN OFF");

k1=0;

}

}

else if(ch=='2')

{

if(k2==0)

{

digitalWrite(9,HIGH);

Serial.print("bulb 1 on");

k2=1;

}

else

{

digitalWrite(9,LOW);

Serial.print("bulb 1 off");

k2=0;

}

}

/\* // else if(ch=='3')

{

// if(k3==0)

{

// digitalWrite(4,HIGH);

// Serial.print("bulb 2 on");

// k3=1;

}

}

// else

{

// digitalWrite(4,LOW);

// Serial.print("bulb 2 off");

// k3=0;

}\*/

else if(ch=='4')

{

digitalWrite(8,HIGH);

digitalWrite(9,HIGH);

// digitalWrite(4,HIGH);

Serial.print("all on");

k1=1;k2=1;//k3=1;

}

else if(ch=='5')

{

digitalWrite(8,LOW);

digitalWrite(9,LOW);

// digitalWrite(4,LOW);

Serial.print("all off");

k1=0;k2=0;//k3=0;

}

}

}