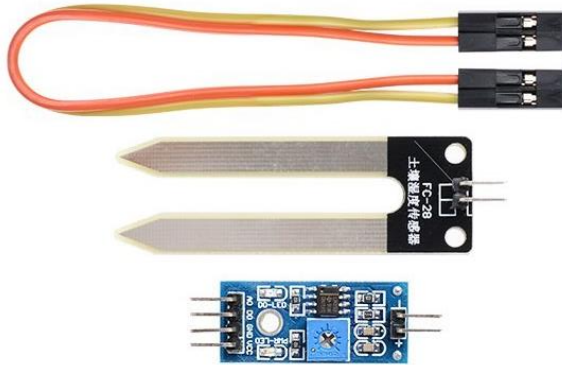


# Soil moisture monitoring system

## Overview



This lesson will teach you how to use Garden soil moisture sensor, which is simple and easy to use.


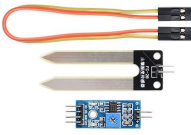


## Specification

Null





## Pin definition

Garden soil moisture		UNO R3
A0	->	A0
D0	->	Null
GND	->	GND
VCC	->	+5V

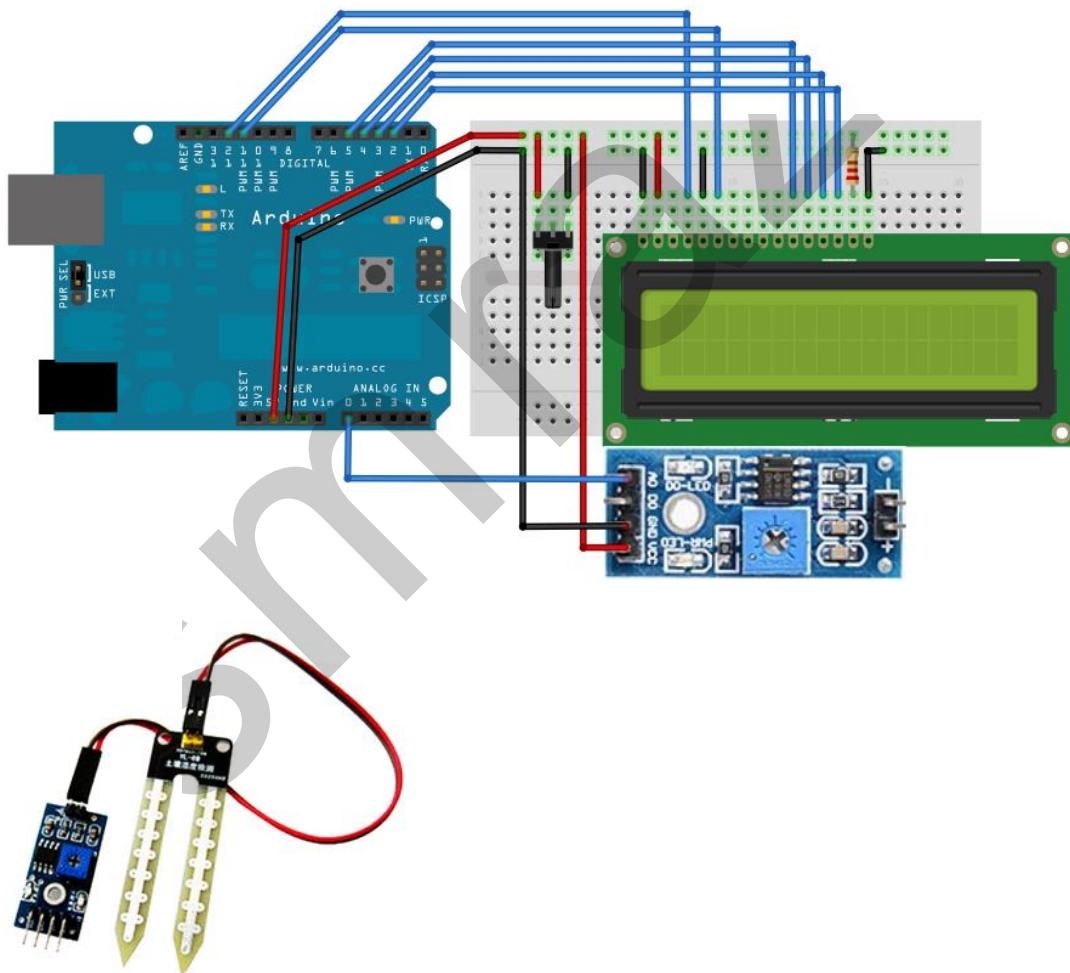
## Hardware required

Material diagram	Material name	Number
	LCD1602	1
	Garden soil moisture	1
	220/330Ω resistor	1
	10KΩ Potentiometer	1

V1.0

	USB Cable	1
	UNO R3	1
	Breadboard	1
	Jumper wires	Several

### Connection diagram



### Connection

LCD1602		UNO R3
VSS	->	GND
VDD	->	+5v
VO	->	10K Potentiometer
RS	->	D12

V1.0

RW	->	GND
E	->	D11
D0	->	null
D1	->	null
D2	->	null
D3	->	null
D4	->	D5
D5	->	D4
D6	->	D3
D7	->	D2
A	->	+220/330Ω
K	->	GND
Garden soil moisture		
A0	->	A0
D0	->	Null
GND	->	GND
VCC	->	+5V

### Sample code

Note: sample code under the **Sample code** folder

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
int hum = A0;
int val=0;
int count=0;
void setup()
{
  lcd.begin(16,2);
  lcd.print("  Welcome to ");
  lcd.setCursor(0,1);
  lcd.print("    Smraza");
  delay(2000);
  lcd.clear();
  Serial.begin(9600);
}
void loop()
{
  val=analogRead(hum);
  count=100-(val-435)/5.9;
  lcd.clear();           //clear display
  lcd.print("Smraza");
  lcd.setCursor(0, 1) ;
  lcd.print("Humidity=%");
  lcd.print(count);
```

V1.0

```
delay(150);  
}
```

### Language reference

Null

### Application effect

Insert the Garden Soil Moisture one end into the soil, the LCD will display soil moisture value.

