AUTOMATIC STREET LIGHT USINGARDUINO

```
// include the library code:

#include <LiquidCrystal.h>


// initialize the library with the numbers of the interface pins

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


//declare variables

int LED=10;

int sensor=A0;


void setup() {

 Serial.begin(4800); // initialize serial communication at 4800 bits per second:

 pinMode(LED,OUTPUT);

 pinMode(sensor,INPUT);

 lcd.begin(16,2);

}

void loop()

{

  // read the value from the sensor:

 int data = analogRead(sensor);


  // print the results to the Serial Monitor:

 Serial.println(data);

 lcd.setCursor(0, 0);
```

```
//for daylight the data voltage will be less

if(data<=800)

 {

 digitalWrite(LED, LOW);   // switch OFF the LED

 lcd.print("LED is OFF");

 }

 else

 {

 digitalWrite(LED, HIGH);  //switch ON the LED

 lcd.print("LED is ON  ");

 }

 delay(1000);

 }
```