

```
#include<LiquidCrystal.h>
LiquidCrystal lcd(0,1,2,3,4,5);
#define in 6
#define out 7
#define relay 13
int count=0, count1=0, value=0;
void IN()
{
    count++;
    count1++;
    delay(3000);
}
void OUT()
{
    if(count>0)
    {
        count--;
    }
    delay(3000);
}
void setup()
{
    lcd.begin(16,2);
    delay(100);
    lcd.print("Visitor Counter");
    delay(2000);
    pinMode(in, INPUT);
    pinMode(out, INPUT);
    pinMode(relay, OUTPUT);
    lcd.clear();
}
```

```
    lcd.setCursor(0,0);
    lcd.print("Room1:");
    lcd.print("P=");
    lcd.print(count);
    lcd.print("T=");
    lcd.print(count1);
    lcd.setCursor(0,1);
    delay(2000);
}
void loop()
{
    if(digitalRead(in))
        IN();
    if(digitalRead(out))
        OUT();
    if(count==0)
    {
        lcd.clear();
        digitalWrite(relay, LOW);
        lcd.clear();
        lcd.setCursor(0,0);
        lcd.print("Room1:");
        lcd.print("P=");
        lcd.print(count);
        lcd.print("T=");
        lcd.print(count1);
        lcd.setCursor(0,1);
        delay(200);
    }
}
```

```
else
{
    digitalWrite(relay, HIGH);
    lcd.clear();
    lcd.setCursor(0,0);
    lcd.print("Room1:");
    lcd.print("P=");
    lcd.print(count);
    lcd.print("T=");
    lcd.print(count1);
    lcd.setCursor(0,1);
    delay(200);
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