Arduino UV Sensor for Airship Pirates Code

CODE:

#include <Wire.h>

#include "Adafruit\_SI1145.h"

#include <LiquidCrystal.h>

Adafruit\_SI1145 uv = Adafruit\_SI1145();

LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup() {

Serial.begin(9600);

Serial.println("UV deck reading");

if (! uv.begin()) {

Serial.println("Didn't find Si1145");

while (1);

}

Serial.println("OK!");

lcd.begin(16, 2);

}

void loop() {

lcd.setCursor(0, 0);

lcd.print("Welcome Captain!");

float UVindex = uv.readUV();

// the index is multiplied by 100 so to get the

// integer index, divide by 100!

UVindex /= 100.0;

lcd.setCursor(0, 1);

lcd.print("UV: "); lcd.println(UVindex);

delay(1000);

}