

Le code utilisé :

```
#include <LiquidCrystal.h>
```

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

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

```
void setup() {
```

```
    lcd.print("EMPTY");
```

```
    pinMode(8, INPUT);
```

```
    pinMode(13, INPUT);
```

```
}
```

```
void loop() {
```

```
    int capteurA= 8;
```

```
    int capteurB= 13;
```

```
    capteurA= digitalRead(8);
```

```
    capteurB= digitalRead(13);
```

```
    while (capteurA==1){
```

```
        if (capteurB==1){
```

```
            lcd.print("FULL");
```

```
        }
```

```
    else {
```

```
        lcd.print("EMPTY");
    }
}
while (capteurB==1){
    if (capteurA==1){
        lcd.print("EMPTY");
    }
    else {
        lcd.print("FULL");
    }
}

}
```