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#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd1(0x27,2,1,0,4,5,6,7,3,POSITIVE);
int trigPin = 7;
int echoPin = 6;
long duration;
long cm;

void setup() {
  lcd1.begin(16,2);
  pinMode(trigPin,OUTPUT);
  pinMode(echoPin,INPUT);
  lcd1.setBacklight(HIGH);
}

void loop() {
  digitalWrite(trigPin, LOW);
  delayMicroseconds(2);
  digitalWrite(trigPin, HIGH);
  delayMicroseconds(5);
  digitalWrite(trigPin, LOW);
  duration = pulseIn(echoPin, HIGH);
  cm = duration/59;

  lcd1.clear();
  lcd1.home();
  lcd1.print("The object is ");
  lcd1.setCursor(0,1);
  lcd1.print(cm);
  lcd1.setCursor(4,1);
  lcd1.print("cm away.");
  delay(200);
}
```