

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

```
LiquidCrystal lcd(13, 12, 11, 10, 9, 8);
```

```
void setup() {  
  lcd.begin(16, 2);  
}
```

```
void loop() {  
  lcd.clear();  
  lcd.setCursor(0, 0);  
  lcd.print("Diego");
```

```
  delay(1000);
```

```
  lcd.clear();  
  lcd.setCursor(0, 1);  
  lcd.print("happy");
```

```
  delay(500);
```

```
  lcd.clear();  
  delay(500);  
}
```