EXPERIMENT NO: 3

Roll No: *Class: BE*   *Division: A*   *Date:*
- -

TITLE: Interfacing of 16x2 LCD with Arduino Board for display of message or information.

AIM: Understand the connection and configuration of 16x2 LCD and its use in programming.

Task 1: Write a program to display welcome on first line and Internet Of Lab on second line from home position of 16*2 LCD display.

Source Code:

```
#include <LiquidCrystal.h>

LiquidCrystal lcd(6, 7 , 2 , 3 ,4 ,5);

void setup() {
  Serial.begin(9600);
  lcd.begin(16, 2);
  lcd.setCursor(0, 0);
  lcd.print("Welcome");

  lcd.setCursor(0, 1);
  lcd.print("Internet Of Lab");

  Serial.println("Welcome");
  Serial.print("Internet Of Lab");

}
void loop() {
}
```
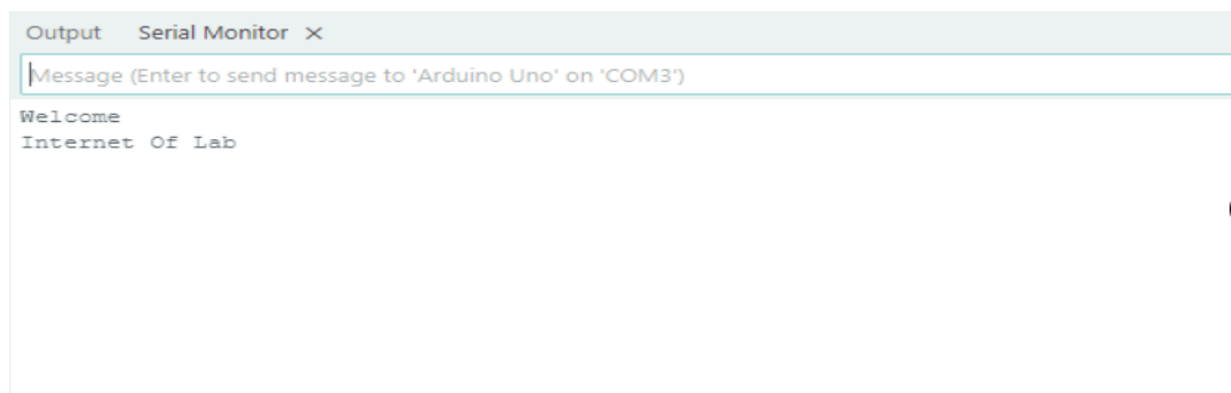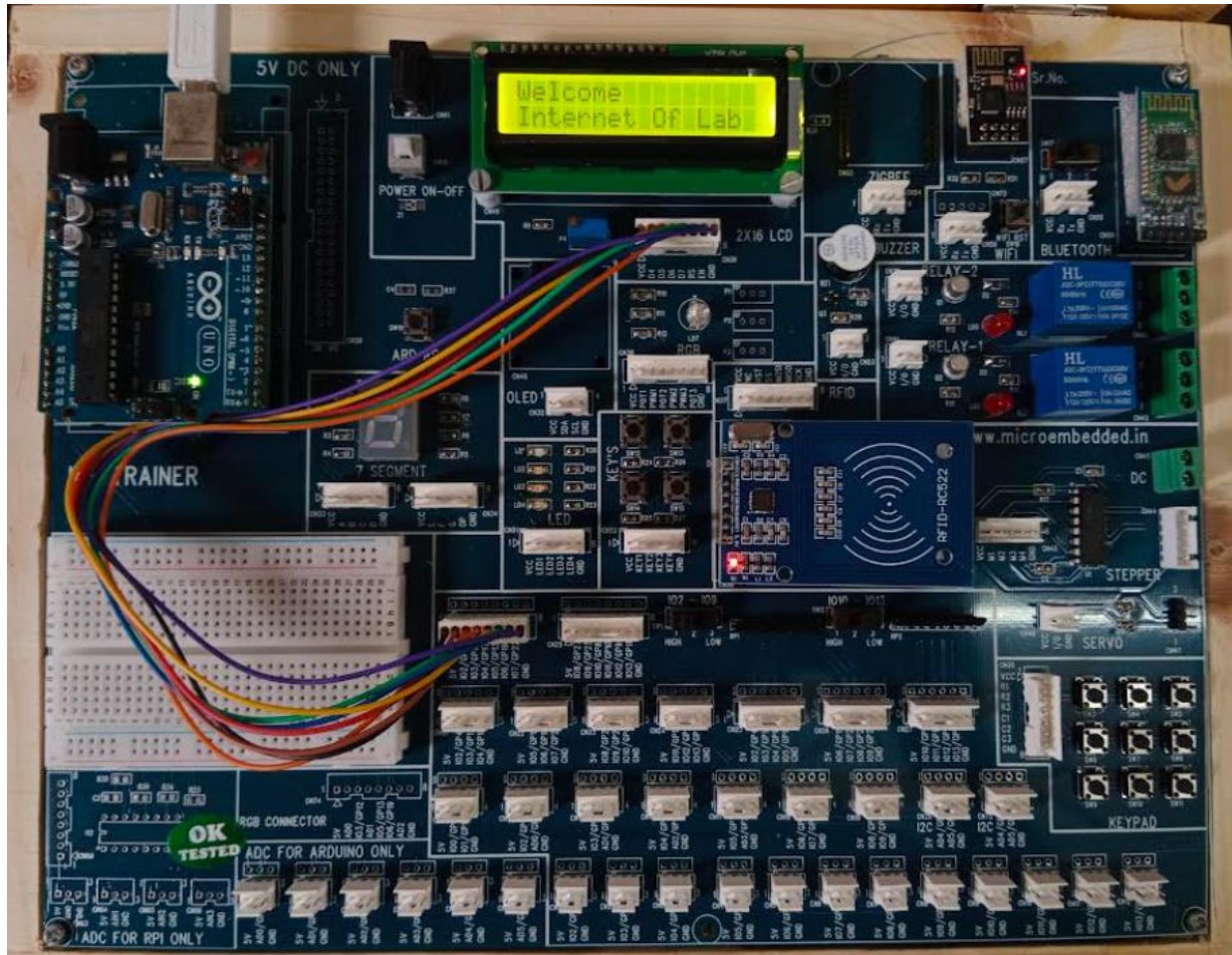
Output:

Obervations:

Task 2: Write a program to display name on first line and roll no. on second line of 16*2 LCD display.

Source Code:

```
#include <LiquidCrystal.h>

LiquidCrystal lcd(6, 7 , 2 , 3 ,4 ,5);
```

```
void setup() {
  Serial.begin(9600);
  lcd.begin(16, 2);

  lcd.setCursor(3, 0);
  lcd.print("Abhijeet ");

  lcd.setCursor(5, 1);
  lcd.print("34541");

  Serial.println("Abhijeet");
  Serial.print("34541");

}
void loop() {
}
```
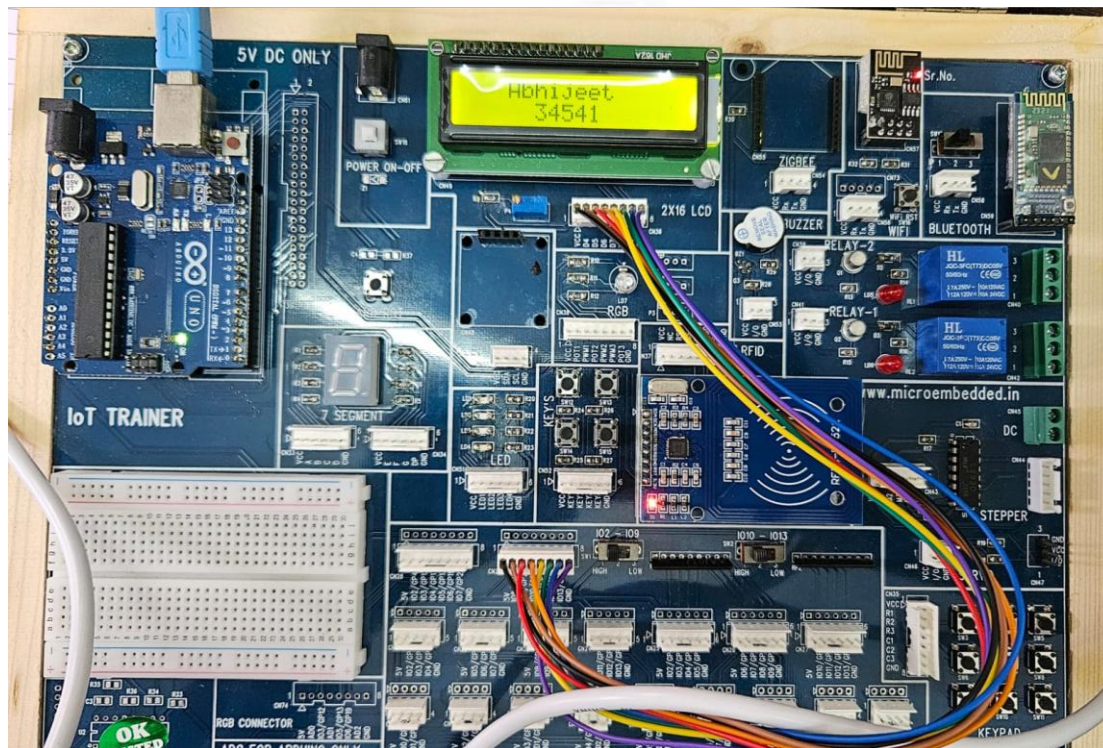
Output:

Obervations: