#include <LiquidCrystal.h>

LiquidCrystal lcd(8, 9, 4, 5, 6, 7);

void setup() {

lcd.begin(16, 2);

lcd.print("Andes Hello");

}

int buttonState1,buttonState2,buttonState3,buttonState4 = 0;

int delay\_number = 100;

void loop() {

//lcd.print("Andes Hello");

}