

```
int encoderPosition;
#include <LiquidCrystal.h>
LiquidCrystal LcdDriver(11, 9, 5, 6, 7, 8 ); // Must be in your code, exactly
like this
unsigned long timer;

void MonitorA() {
    if (digitalRead(2) == digitalRead(3)) {
        encoderPosition++;
    }
    else {
        encoderPosition--;
    }
}

void MonitorB() {
    if (digitalRead(2) == digitalRead(3)) {
        encoderPosition--;
    }
    else {
        encoderPosition++;
    }
}

void setup() {
    LcdDriver.begin(16,2); // begin
    LcdDriver.clear(); // clear
    pinMode(2, INPUT_PULLUP);
    pinMode(3, INPUT_PULLUP);
    attachInterrupt(digitalPinToInterrupt(2), MonitorA(), CHANGE);
    attachInterrupt(digitalPinToInterrupt(3), MonitorB(), CHANGE);
    timer = millis();
}

void loop() {
    if ((millis() - timer) >= 100) {
        LcdDriver.clear( );
        LcdDriver.print(encoderPosition); //prints the new count to the LCD
        timer += 100;
    }
}
```