```
// Import LCD Library
#include <LiquidCrystal.h> // Must be included in you code.


// Defines for LCD
LiquidCrystal LcdDriver(11, 9, 5, 6, 7, 8 ); // Must be in your code, exactly
like this.
int count; //used to count the number of seconds that have passed
unsigned long LedTimer; //unsigned long to keep track of system time in
milliseconds

void setup() {
    LcdDriver.begin(); // begin
    LcdDriver.clear();// clear
    count = 0; //sets count = 0
    LedTimer = millis(); Sets the LedTimer to the amount of milliseconds
since the program started
}

void loop() {

    if ( millis() - LedTimer == 1000) { //checks if at least one second has
passed since the last loop
        count += 1;          //increments the count by 1
        LcdDriver.print(); //prints the new count to the LCD
        LedTimer += 1000; //increments the LedTimer by 1000 milliseconds
    }
}
```