# ENABLING ALTERNATIVE ACCESSIBLE STRATEGIES FOR PERSON WITH SPEECH IMPAIRMENT

**Source code**

#include <LiquidCrystal.h>

LiquidCrystal lcd(7, 8, 9, 10, 11, 12);

const int button1 = 2;

const int button2 = 3;

const int button3 = 4;

const int button4 = 5;

void setup() {

lcd.begin(16, 2);

pinMode(button1, INPUT\_PULLUP);

pinMode(button2, INPUT\_PULLUP);

pinMode(button3, INPUT\_PULLUP);

pinMode(button4, INPUT\_PULLUP);

}

void loop() {

lcd.clear();

if (digitalRead(button1) == LOW) {

lcd.print("I am thirsty");

delay(2000);

}

if (digitalRead(button2) == LOW) {

lcd.print("I am hungry");

delay(2000);

}

if (digitalRead(button3) == LOW) {

lcd.print("I need help");

delay(2000);

}

if (digitalRead(button4) == LOW) {

lcd.print("Thank you");

delay(2000);

}

}