**Pracovný list**

**1. Úloha:**

#include <LiquidCrystal.h>

LiquidCrystal lcd(8, 7, 6, 5, 4, 3);

int pocet = 0;

char test = 0;

void setup()

{

lcd.begin(16, 2);

}

void loop()

{

if(digitalRead(2) == LOW && test == 0)

{

if(pocet==0)

{

lcd.clear();

lcd.setCursor(0,0);

lcd.print(" Mode 1 ");

pocet ++;

}

else if (pocet ==1)

{

lcd.clear();

lcd.setCursor(0,0);

lcd.print(" Mode 2 ");

pocet ++;

}

else if (pocet ==2)

{

lcd.clear();

lcd.setCursor(0,0);

lcd.print(" Mode 3 ");

pocet = 0;

}

test = 1;

}

if ( digitalRead(2) == HIGH && test == 1)

{

test = 0;

}

}

