

```
#include <LiquidCrystal.h>
// initialize the library with the numbers of the
// interface pins
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup() {
    // set up the LCD's number of columns and rows:
    lcd.begin(16, 2);
    // Print a message to the LCD.
    lcd.print("hello, world!");
}

void loop() {
    // scroll 13 positions (string length) to the left
    // to move it offscreen left:
    for (int i = 0; i < 13; i++) {
        // scroll one position left:
        lcd.scrollDisplayLeft();
        // wait a bit:
        delay(150);
    }
}
```