

## **LCD interfacing with ArduinoUNO**

### **CODE:**

```
#include <LiquidCrystal.h>
```

```
LiquidCrystal lcd(12,13,8,9,10,11);
```

```
void setup()
```

```
{
```

```
  lcd.begin(16,2);
```

```
}
```

```
void loop()
```

```
{
```

```
  lcd.clear();
```

```
  lcd.setCursor(0,0);
```

```
  lcd.print("Microcontroller");
```

```
  lcd.setCursor(0,1);
```

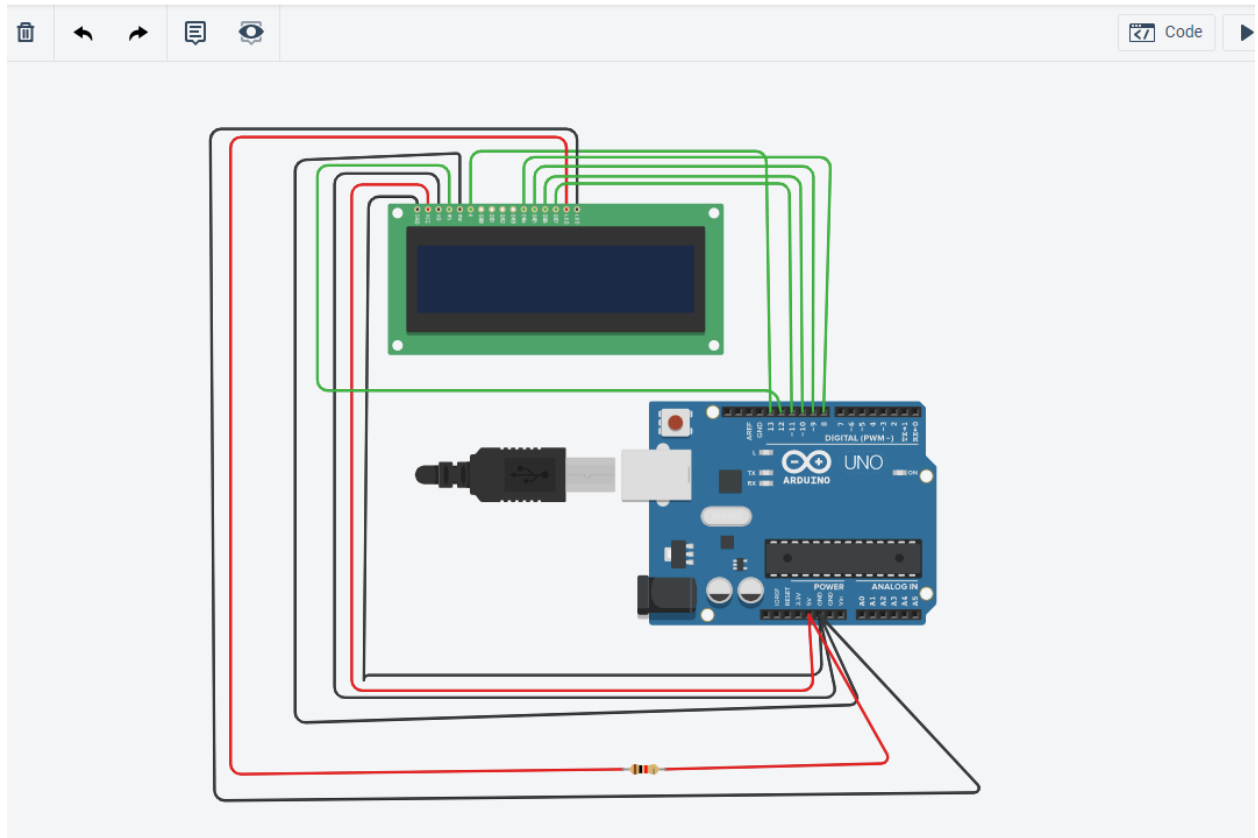
```
  lcd.print("Lab-LCD  ");
```

```
  delay(100);
```

```
}
```

## Design:

LCD-display



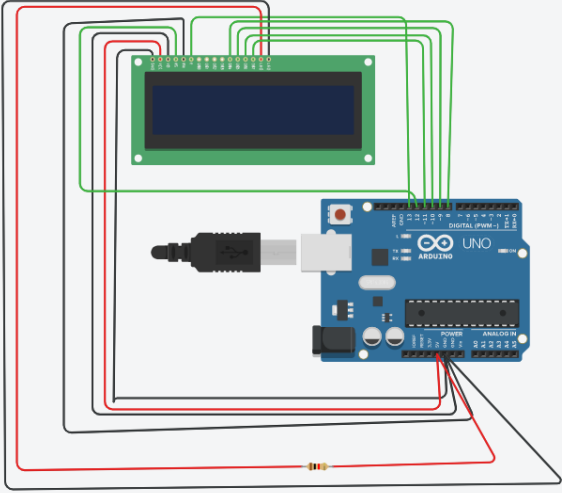
## Design and Code:

LCD-display

All changes saved

Code Start Simulation Export S

Text 1 (Arduino Uno R3)



```
1 #include <LiquidCrystal.h>
2
3 LiquidCrystal lcd(12,13,8,9,10,11);
4
5
6
7 void setup()
8 {
9   lcd.begin(16,2);
10 }
11
12 void loop()
13 {
14   lcd.clear();
15   lcd.setCursor(0,0);
16   lcd.print("Microntroller");
17   lcd.setCursor(0,1);
18   lcd.print("Lab-LCD ");
19
20   delay(100);
21 }
```