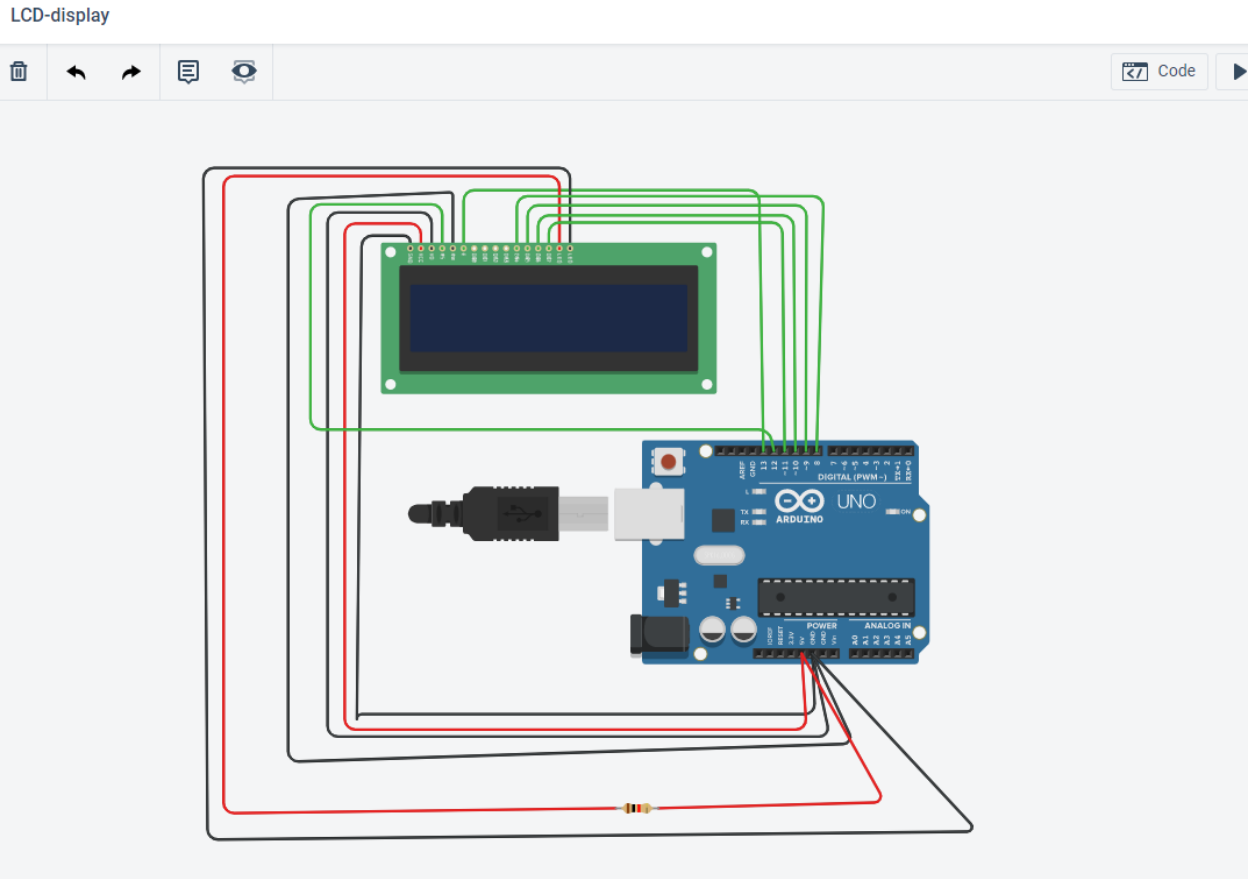
LCD interfacing with ArduinoUNO

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("Microntroller");
  lcd.setCursor(0,1);
    lcd.print("Lab-LCD  ");


  delay(100);
}
```

Design:



Design and Code: