import lejos.hardware.BrickFinder;

import lejos.hardware.Keys;

import lejos.hardware.ev3.EV3;

import lejos.hardware.lcd.TextLCD;

public class HelloWorld {

public static void main(String[] args) throws Exception{

Thread.sleep(500);

EV3 ev3 = (EV3) BrickFinder.getLocal();

TextLCD lcd = ev3.getTextLCD();

Keys keys = ev3.getKeys();

lcd.drawString("Hello World!", 4, 4);

lcd.drawString("Bye World!", 4, 4);

keys.waitForAnyPress();

}

}