Blinking LED

A blue circuit board with green wires

Description automatically generated

const int ledPin = 10; # Pin connected to the LED

void setup() { # Setup function runs once the start

pinMode(ledPin, OUTPUT); # Initialize the digital pin as an output

}

void loop() { # Loop functuion runs repeatedly

digitalWrite(ledPin, HIGH); # Turn the LED on

delay(1000); # Wait for 1 second

digitalWrite(ledPin, LOW); # Turn the LED off

delay(1000); # Wait for 1 second

}

LCD

A circuit board with wires connected to it

Description automatically generated

#include <LiquidCrystal.h>

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

void setup() {

  // Set up the LCD's number of columns and rows:

  lcd.begin(16, 2);

  lcd.setCursor(4,0);

  lcd.print("HELLO CSE");

  lcd.setCursor(0,1);

  lcd.print("WELCOME TO CLASS");

}

void loop() {

}

LCD using I2C Communication

A computer screen with text

Description automatically generated with medium confidence

#include <LiquidCrystal\_I2C.h>

LiquidCrystal\_I2C lcd(0x27, 16, 2); // Add the lcd

void setup() { // Initalise the LCD

   lcd.init(); // Turn on the LCD backlight

   lcd.backlight();

   lcd.setCursor(4,0);

   lcd.print("HELLO CSE");

   lcd.setCursor(0,1);

   lcd.print("WELCOME TO CLASS");

}

void loop() {

}