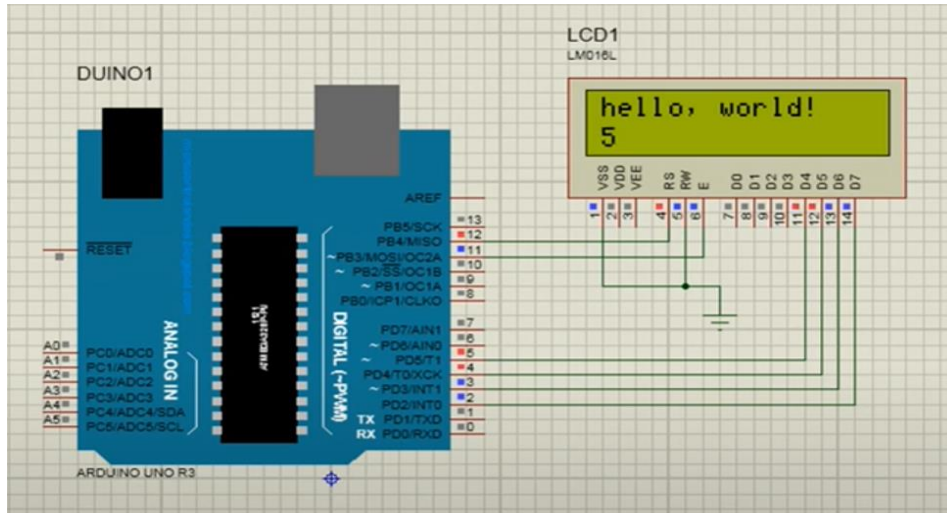


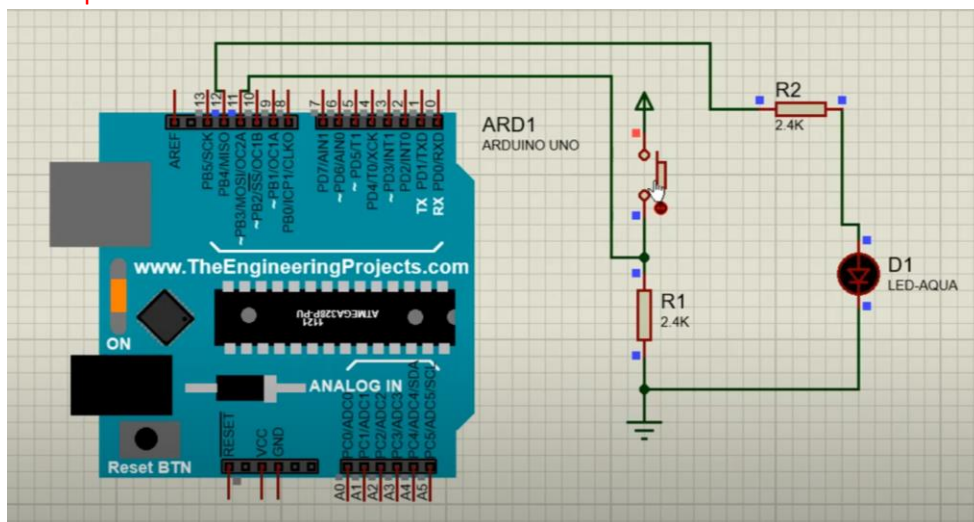
Arduino to 16*2 LCD Display (code from File=> Examples-> Liquidcrystal=>helloworld)

1. Arduino UNO r3
2. LM016L 16x2 alphanumeric LCD
3. Ground



Use Switch to control LED blinking

1. Arduino unor3
2. Power
3. Ground
4. Resistor RESIPC7351
5. PUSH button
6. LED-aqua



```
1 int led=12;
2 int pushbutton=11;
3 int ledstate=0;
```

```
4 int buttonState;
5 int previousbuttonState=0;
6 void setup() {
7   pinMode(led,OUTPUT);
8   pinMode(pushbutton,INPUT);
9   // put your setup code here, to run once:
10
11 }
12
13 void loop() {
14   buttonState=digitalRead(pushbutton);
15   if(buttonState==1 && previousbuttonState==0){ // no swicth de
16     if(ledstate==0){
17       digitalWrite(led,HIGH);
18       ledstate=1;
19     }
20
21     else{
22       digitalWrite(led,LOW);
23       ledstate=0;
24     }
25
26   }
27   previousbuttonState=buttonState;
28   delay(100);
29 }
```