#include "SPI.h"

#include "Adafruit\_GFX.h"

#include "Adafruit\_ILI9341.h"

#define TFT\_DC 2

#define TFT\_CS 3

Adafruit\_ILI9341 tft = Adafruit\_ILI9341(TFT\_CS, TFT\_DC);

#define OBJECT\_SIZE 10 // Size of the moving object

#define SCREEN\_WIDTH 240

#define SCREEN\_HEIGHT 320

void setup() {

**Serial**.begin(115200);

**Serial**.println("You can do it");

  tft.begin();

  // Initialize display

  tft.setRotation(3); // Adjust rotation if needed

}

void loop() {

  static int16\_t x = 0; // Initial position of the object

  // Clear the screen

  tft.fillScreen(ILI9341\_BLACK);

  // Draw the object at the current position

  tft.fillRect(x, SCREEN\_HEIGHT / 2 - OBJECT\_SIZE / 2, OBJECT\_SIZE, OBJECT\_SIZE, ILI9341\_RED);

  // Draw names

  tft.setCursor(20, 120);

  tft.setTextColor(ILI9341\_RED);

  tft.setTextSize(3);

  tft.println("L&t");

  tft.setCursor(24, 160);

  tft.setTextColor(ILI9341\_GREEN);

  tft.setTextSize(2);

  tft.println("Rohit");

  // Increment position for the next frame

  x++;

  if (x > SCREEN\_WIDTH) {

    x = 0; // Reset position when object moves off the screen

  }

  // Delay between frames

  delay(50);

}



