```
#include <LiquidCrystal.h>


const int rs = 3, en = 4, d4 = 5, d5 = 6, d6 = 8, d7 = 9;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
char rec;
//const int motor = 2;
int encoder_pin = 2;
unsigned int pulsesperturn = 12;

unsigned int rpm; // rpm reading
volatile byte pulses; // number of pulses
unsigned long timeold;

void counter()
{
   //Update count
   pulses++;
}

void setup()
{
Serial.begin(38400); // initialize the serial communications
//pinMode(motor, OUTPUT);
//38400
attachInterrupt(0, counter, FALLING);
   // Initialize
   pulses = 0;
   rpm = 0;
   timeold = 0;
}


void loop()
{
if (millis() - timeold >= 1000) {
      //Don't process interrupts during calculations
      detachInterrupt(0);
      rpm = (60 * 1000 / pulsesperturn )/ (millis() - timeold)* pulses;
      timeold = millis();
      pulses = 0;
      Serial.print("RPM = ");
     Serial.println(rpm,DEC);
    Serial.write(rpm);
      lcd.setCursor(0, 1);
      lcd.print("Motor Speed");
      lcd.print(rpm);
      //Restart the interrupt processing
      attachInterrupt(0, counter, FALLING);

//Serial.write("1");
delay(500);
//digitalWrite(motor, HIGH);
lcd.begin(16, 2);
lcd.print("TRANSMITTING");
}
}
```