```cpp
#include <LiquidCrystal.h>

// initialize the library with the numbers of the interface pins
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);



void setup() {
Serial.begin(38400);
lcd.begin(16, 2);
  // Print a message to the LCD.
  lcd.print("motor speed");

}

void loop() {

if (Serial.available())
Serial.write(Serial.read());
 lcd.setCursor(0, 1);
lcd.print("receiving");
delay(250);
 lcd.setCursor(0, 1);
lcd.print("          ");
}


//else{
  //digitalWrite(motor, LOW);
//}
```