#include <Wire.h>

#include <LiquidCrystal\_I2C.h>

// Define the I2C address of the LCD

#define LCD\_ADDRESS 0x27

// Define the pins for the joystick

#define JOYSTICK\_X A0

#define JOYSTICK\_Y A1

// Define the joystick threshold

#define JOYSTICK\_THRESHOLD 50

// Create an instance of the LCD object

LiquidCrystal\_I2C lcd(LCD\_ADDRESS, 16, 2);

int SW = 2;

int SW\_state = 0;

void setup() {

  // Initialize the LCD

  lcd.begin(16, 2);

  lcd.backlight();

  // Set the analog reference to the default (5V)

  analogReference(DEFAULT);

  // Set the joystick pins as inputs

  pinMode(JOYSTICK\_X, INPUT);

  pinMode(JOYSTICK\_Y, INPUT);

  pinMode(SW, INPUT\_PULLUP);

}

void loop() {

  // Read the values of the joystick

  int xValue = analogRead(JOYSTICK\_X);

  int yValue = analogRead(JOYSTICK\_Y);

  SW\_state = digitalRead(SW);

  // Check the direction of the joystick

  if (xValue < JOYSTICK\_THRESHOLD) {

    lcd.setCursor(0, 0);

    lcd.print("Left                      ");

  } else if (xValue > 1023 - JOYSTICK\_THRESHOLD) {

    lcd.setCursor(0, 0);

    lcd.print("Right                     ");

  } else if (yValue < JOYSTICK\_THRESHOLD) {

    lcd.setCursor(0, 0);

    lcd.print("Forward                        ");

  } else if (yValue > 1023 - JOYSTICK\_THRESHOLD) {

    lcd.setCursor(0, 0);

    lcd.print("Backward                                ");

  } if (SW\_state==0)

    lcd.print("Pressed Button        ");

    delay(1000);

}

#include <Wire.h>

#include <LiquidCrystal\_I2C.h>

// Define the I2C address of the LCD

#define LCD\_ADDRESS 0x27

// Define the number of columns and rows of the LCD

#define LCD\_COLUMNS 16

#define LCD\_ROWS 2

// Define the text to scroll

String textToScroll = " yum drum and broke STI College Kalibo";

// Create an instance of the LCD object

LiquidCrystal\_I2C lcd(LCD\_ADDRESS, LCD\_COLUMNS, LCD\_ROWS);

void setup() {

  // Initialize the LCD

  lcd.begin(LCD\_COLUMNS, LCD\_ROWS);

  lcd.backlight();

  // Set the initial position of the text

  lcd.setCursor(0, 0);

  lcd.print(textToScroll);

  // Set the scroll direction to right

  lcd.autoscroll();

}

void loop() {

  // Scroll the text to the right

  for (int i = 0; i < textToScroll.length() + LCD\_COLUMNS; i++) {

    lcd.scrollDisplayRight();

    delay(500);

  }

  // Scroll the text to the left

  for (int i = 0; i < textToScroll.length() + LCD\_COLUMNS; i++) {

    lcd.scrollDisplayLeft();

    delay(500);

  }

}