LAB – 06:

CODE:

```
#include "TFT_eSPI.h" //include TFT LCD library
TFT_eSPI tft;
void setup() {
tft.begin(); //start TFT LCD
 tft.setRotation(3);
 tft.fillScreen(TFT_BLACK);
 tft.drawRect(50,100,250,100,TFT BLACK);
 tft.fillRect(50,100,250,100,TFT_DARKGREEN);
 tft.drawCircle(100,150,20,TFT_BLACK); //draw circle with border
 tft.fillCircle(100,150,20,TFT_RED);
 tft.drawCircle(255,150,20,TFT BLACK); //draw circle with border
 tft.fillCircle(255,150,20,TFT RED);
 tft.drawRect(165,132,30,70,TFT_BLACK);
 tft.fillRect(165,132,30,70,TFT RED);
 tft.drawTriangle(50,100,300,100,160,20,TFT_BLACK);
 tft.fillTriangle(50,100,300,100,160,20,TFT_RED);
tft.setTextColor(TFT_RED);
 tft.setTextSize(3);
 tft.drawString("My House!",40,210);
void loop() {
int myFunction(int x, int y) {
 return x + y;
```







