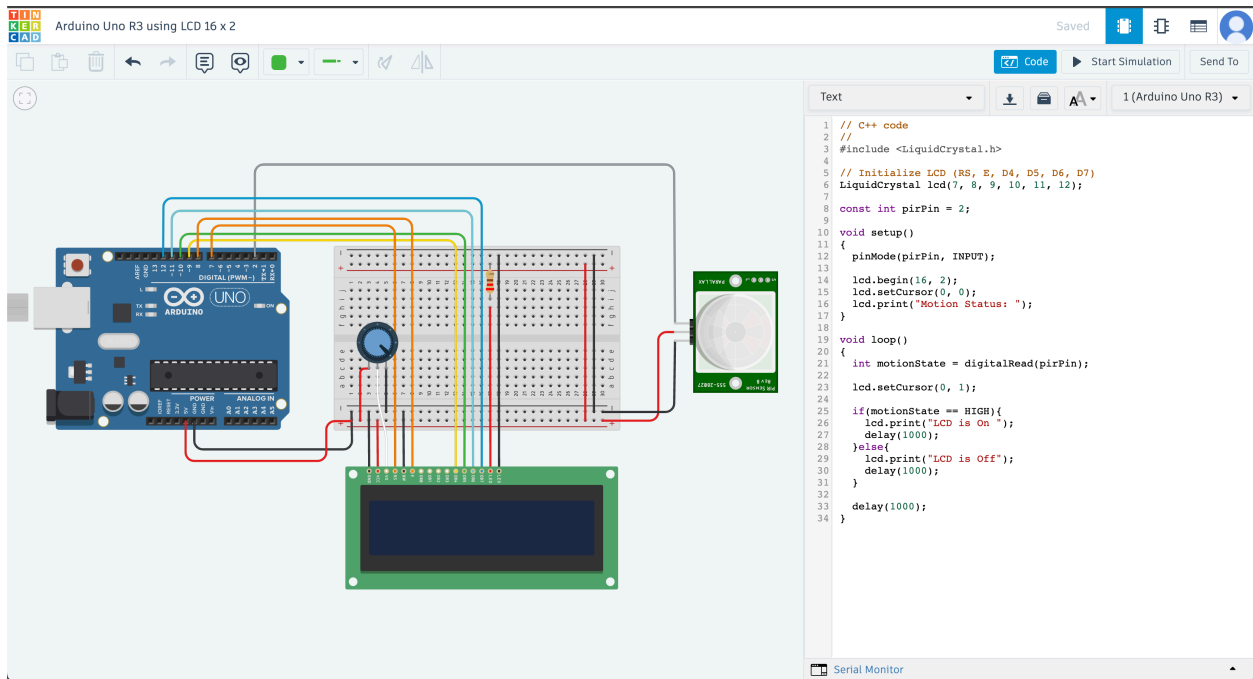


## Arduino Uno R3 using LCD 16 x 2

Image:



Code:

```
// C++ code
//
#include <LiquidCrystal.h>

// Initialize LCD (RS, E, D4, D5, D6, D7)
LiquidCrystal lcd(7, 8, 9, 10, 11, 12);

const int pirPin = 2;

void setup()
{
  pinMode(pirPin, INPUT);

  lcd.begin(16, 2);
  lcd.setCursor(0, 0);
  lcd.print("Motion Status: ");
}

void loop()
{
  int motionState = digitalRead(pirPin);

  lcd.setCursor(0, 1);

  if(motionState == HIGH){
```

```
        lcd.print("LCD is On ");
        delay(1000);
    }else{
        lcd.print("LCD is Off");
        delay(1000);
    }

    delay(1000);
}
```