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LiquidCrystal()

Description

Creates a variable of type LiquidCrystal. The display can be controlled using 4 or 8 data lines. If the
former, omit the pin numbers for d0 to d3 and leave those lines unconnected. The RW pin can be tied to
ground instead of connected to a pin on the Arduino; if so, omit it from this function's parameters.

Syntax

LiquidCrystal(rs, enable, d4, d5, d6, d7)
LiquidCrystal(rs, rw, enable, d4, d5, d6, d7)
LiquidCrystal(rs, enable, d0, d1, d2, d3, d4, d5, d6, d7)
LiquidCrystal(rs, rw, enable, d0, d1, d2, d3, d4, d5, d6, d7)

Parameters

rs: the number of the Arduino pin that is connected to the RS pin on the LCD

rw: the number of the Arduino pin that is connected to the RW pin on the LCD (optional)

enable: the number of the Arduino pin that is connected to the enable pin on the LCD

d0, d1, d2, d3, d4, d5, d6, d7: the numbers of the Arduino pins that are connected to the corresponding
data pins on the LCD. d0, d1, d2, and d3 are optional; if omitted, the LCD will be controlled using only the
four data lines (d4, d5, d6, d7).

Example

```
#include <LiquidCrystal.h>
```

```
LiquidCrystal lcd(12, 11, 10, 5, 4, 3, 2);

void setup()
{
  lcd.begin(16,1);
  lcd.print("hello, world!");
}

void loop() {}
```

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