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                                SIK_circuit15_LCDscreen.ino
/*
SparkFun Inventor's Kit
Example sketch 15

LIQUID CRYSTAL DISPLAY (LCD)

A Liquid Crystal Display (LCD) is a sophisticated module
that can be used to display text or numeric data. The display
included in your SIK features two lines of 16 characters, and
a backlight so it can be used at night.

If you've been using the Serial Monitor to output data,
you'll find that a LCD provides many of the same benefits
without needing to drag a large computer around.

This sketch will show you how to connect an LCD to your Arduino
and display any data you wish.

This sketch was written by SparkFun Electronics,
with lots of help from the Arduino community.
This code is completely free for any use.
Visit http://learn.sparkfun.com/products/2 for SIK information.
Visit http://www.arduino.cc to learn about the Arduino.

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*/

// Load the LiquidCrystal library, which will give us
// commands to interface to the LCD:

#include <LiquidCrystal.h>

// Initialize the library with the pins we're using.
// (Note that you can use different pins if needed.)
// See http://arduino.cc/en/Reference/LiquidCrystal
// for more information:

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

void setup()
{
    lcd.begin(16, 2); //Initialize the 16x2 LCD

    lcd.clear();      //Clear any old data displayed on the LCD

    lcd.print("hello, world!"); // Display a message on the LCD!
}

void loop()
{
    lcd.setCursor(0, 1);    //Set the (invisible) cursor to column 0,
                             // row 1.

    lcd.print(millis() / 1000); //Print the number of seconds
                                //since the Arduino
last reset.
}

```