يا

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2); // RS, E, D4, D5, D6, D7

byte customChar[] = {

B10000,

B10000,

B10000,

B10010,

B10001,

B11111,

B00000,

B00110

};

void setup() {

lcd.begin(16, 2);

lcd.createChar(0, customChar);

lcd.home();

lcd.write(0);

}

void loop() { }

عـ

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2); // RS, E, D4, D5, D6, D7

byte customChar[] = {

B00000,

B00000,

B00110,

B01001,

B01000,

B11111,

B00000,

B00000

};

void setup() {

lcd.begin(16, 2);

lcd.createChar(0, customChar);

lcd.home();

lcd.write(0);

}

void loop() { }

ـلـ

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2); // RS, E, D4, D5, D6, D7

byte customChar[] = {

B00100,

B00100,

B00100,

B00100,

B00100,

B11111,

B00000,

B00000

};

void setup() {

lcd.begin(16, 2);

lcd.createChar(0, customChar);

lcd.home();

lcd.write(0);

}

void loop() { }

ـيـ

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2); // RS, E, D4, D5, D6, D7

byte customChar[] = {

B00000,

B00000,

B00000,

B00100,

B00010,

B11111,

B00000,

B00110

};

void setup() {

lcd.begin(16, 2);

lcd.createChar(0, customChar);

lcd.home();

lcd.write(0);

}

void loop() { }

ـم

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2); // RS, E, D4, D5, D6, D7

byte customChar[] = {

B00000,

B00000,

B00000,

B00100,

B01010,

B01111,

B01000,

B10000

};

void setup() {

lcd.begin(16, 2);

lcd.createChar(0, customChar);

lcd.home();

lcd.write(0);

}

void loop() { }