#include <LiquidCrystal.h>

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

const int switchPin = 6;

int switchState = 0;

int prevSwitchState = 0;

int reply;

void setup() {

lcd.begin(16, 2);

pinMode(switchPin, INPUT);

lcd.print("Ask the");

lcd.setCursor(0, 1);

lcd.print("Crystal Ball!");

}

void loop() {

switchState = digitalRead(switchPin);

if (switchState != prevSwitchState) {

if (switchState == LOW) {

reply = random(8);

lcd.clear();

lcd.setCursor(0, 0);

lcd.print("The ball says: ");

lcd.setCursor(0, 1);

switch (reply) {

case 0:

lcd.print("Yes");

break;

case 1:

lcd.print("Most likely");

break;

case 2:

lcd.print("Certainly");

break;

case 3:

lcd.print("Outlook good");

break;

case 4:

lcd.print("Unsure");

break;

case 5:

lcd.print("Ask again");

break;

case 6:

lcd.print("Doubtful");

break;

case 7:

lcd.print("No");

break;

}

}

}

prevSwitchState = switchState;

}