

EXPERIMENT NO: 3

Roll No:**Class: BE****Division: A****Date:**

TITLE: Interfacing of 16x2 LCD with Arduino Board for display of message or information.

AIM: Understand the connection and configuration of 16x2 LCD and its use in programming.

Task 1: Write a program to display name on first line and roll no. on second line of 16*2 LCD display.

Source Code:

```
#include<LiquidCrystal.h>

LiquidCrystal lcd(6,7,2,3,4,5);

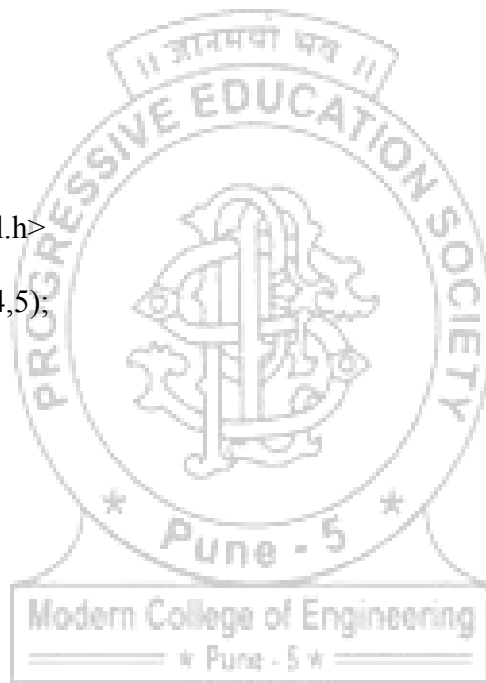
void setup(){
  Serial.begin(9600);
  lcd.begin(16,2);
  lcd.setCursor(0,0);

  lcd.print("Prathamesh");
  lcd.setCursor(0,1);

  lcd.print("Prathamesh");
  Serial.println("34558");

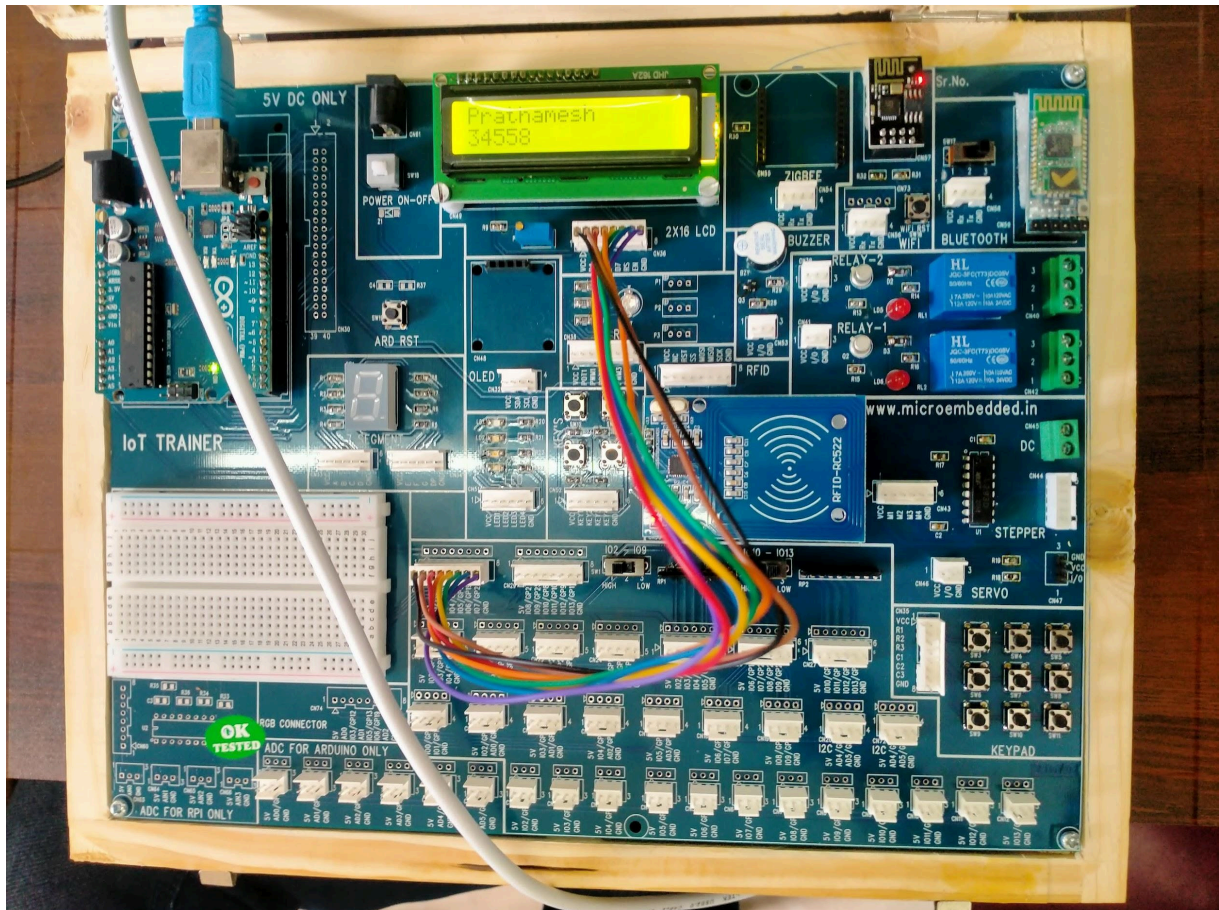
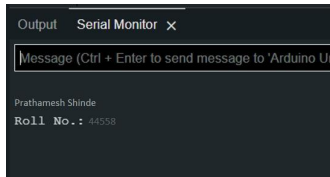
  Serial.println("Roll No.: 34558");
}

void loop(){
}
```



Output:

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Observations:

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