**EXP-3**

**LCD Interfacing with with Aurduino UNO**

#include<LiquidCrystal.h>

int rs =12 , en=11 , d4=5, d5=4 , d6=3 , d7=2;

LiquidCrystal Icd(rs,en,d4,d5,d6,d7);

void setup()

{

lcd.begin(16,2);

}

void loop()

{

lcd. home();

lcd.println("SRM IST");

delay(1000) ;

lcd.println(25,DEC);

delay(1000) ;

lcd.println(25,HEX);

delay(1000);

lcd.setCursor(1,2);

lcd.println(25,OCT);

delay(1000) ;

lcd.println(25,BIN);

delay(1000);

}

