**LCD**

include<LiquidCrystal.h>

LiquidCrystal lcd(13, 10, 9, 8, 7, 6);

void setup()

lcd.begin(16, 2);

void loop()

lcd.setCursor(0,0);

lcd.print("16x2 LCD MODULE");

lcd.setCursor(2,1);

lcd.print("HELLO WORLD");