

Exp 12

```
#include<LiquidCrystal.h>
```

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

```
void setup() {  
  lcd.begin(16,2);  
}
```

```
void loop() {  
  lcd.setCursor(0,0);  
  lcd.print("Hello");  
  lcd.setCursor(1,1);  
  lcd.print("World!!");  
}
```

