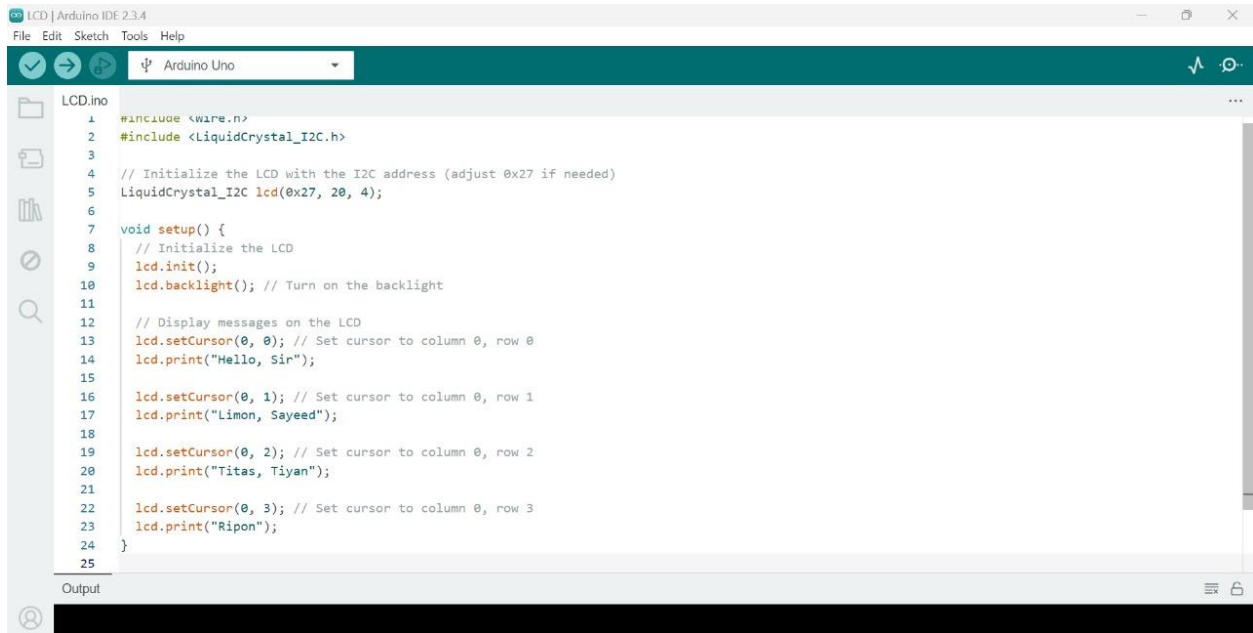


Code For LCD Display



```
LCD.ino
1  #include <Wire.h>
2  #include <LiquidCrystal_I2C.h>
3
4  // Initialize the LCD with the I2C address (adjust 0x27 if needed)
5  LiquidCrystal_I2C lcd(0x27, 20, 4);
6
7  void setup() {
8      // Initialize the LCD
9      lcd.init();
10     lcd.backlight(); // Turn on the backlight
11
12     // Display messages on the LCD
13     lcd.setCursor(0, 0); // Set cursor to column 0, row 0
14     lcd.print("Hello, Sir");
15
16     lcd.setCursor(0, 1); // Set cursor to column 0, row 1
17     lcd.print("Limon, Sayeed");
18
19     lcd.setCursor(0, 2); // Set cursor to column 0, row 2
20     lcd.print("Titas, Tiyan");
21
22     lcd.setCursor(0, 3); // Set cursor to column 0, row 3
23     lcd.print("Ripon");
24 }
25
```

Output