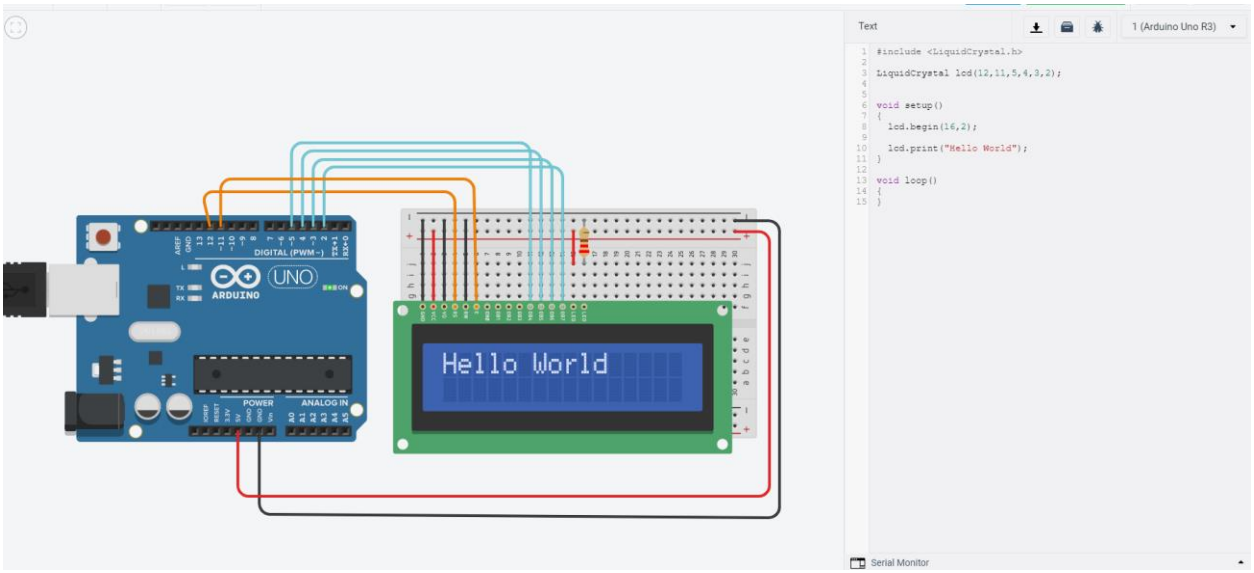
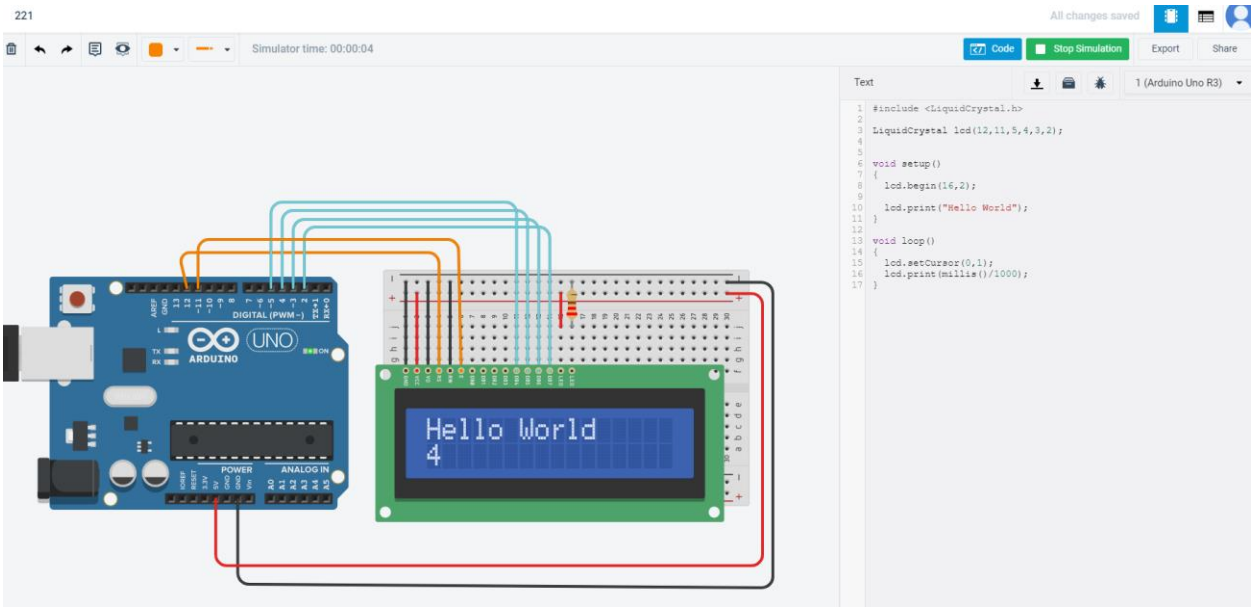
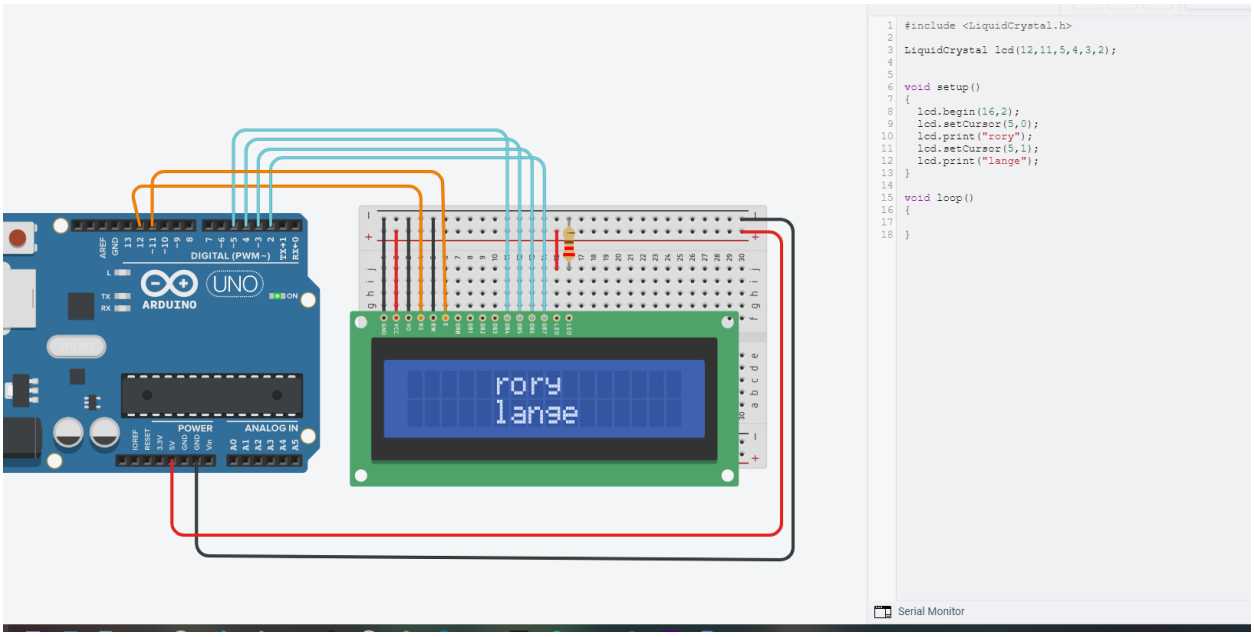
Exercise 1 rory lange



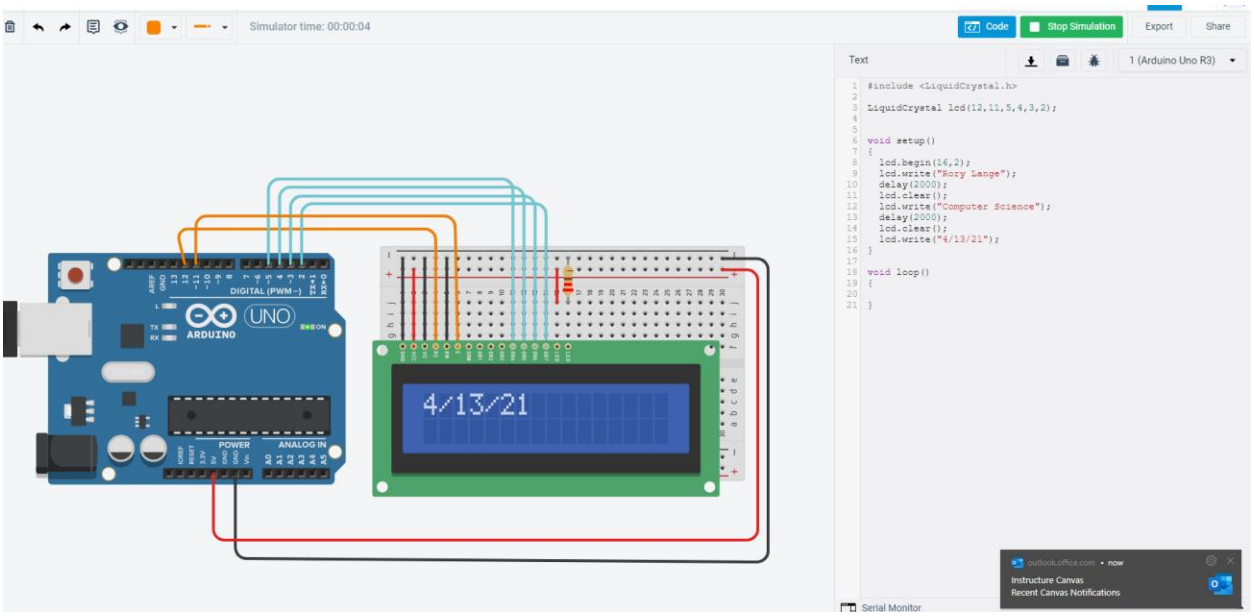
Exercise 2



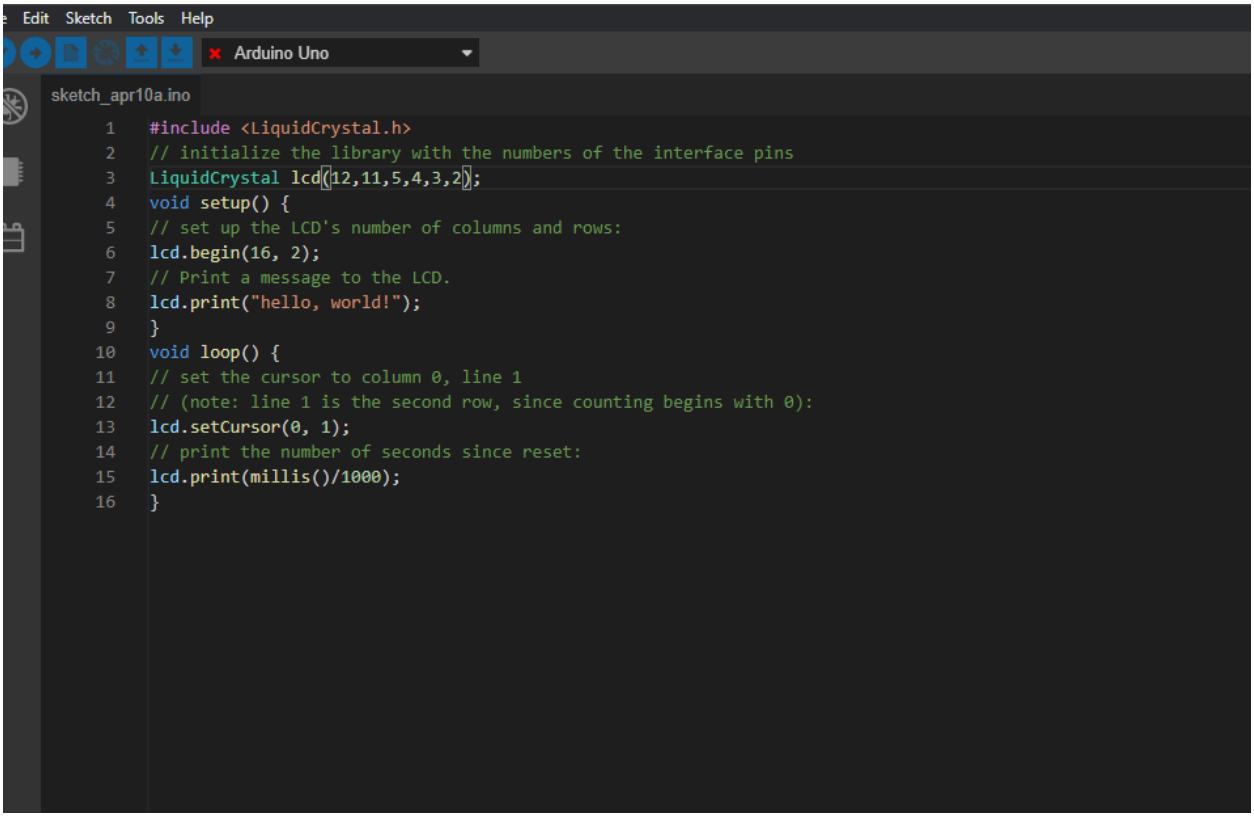
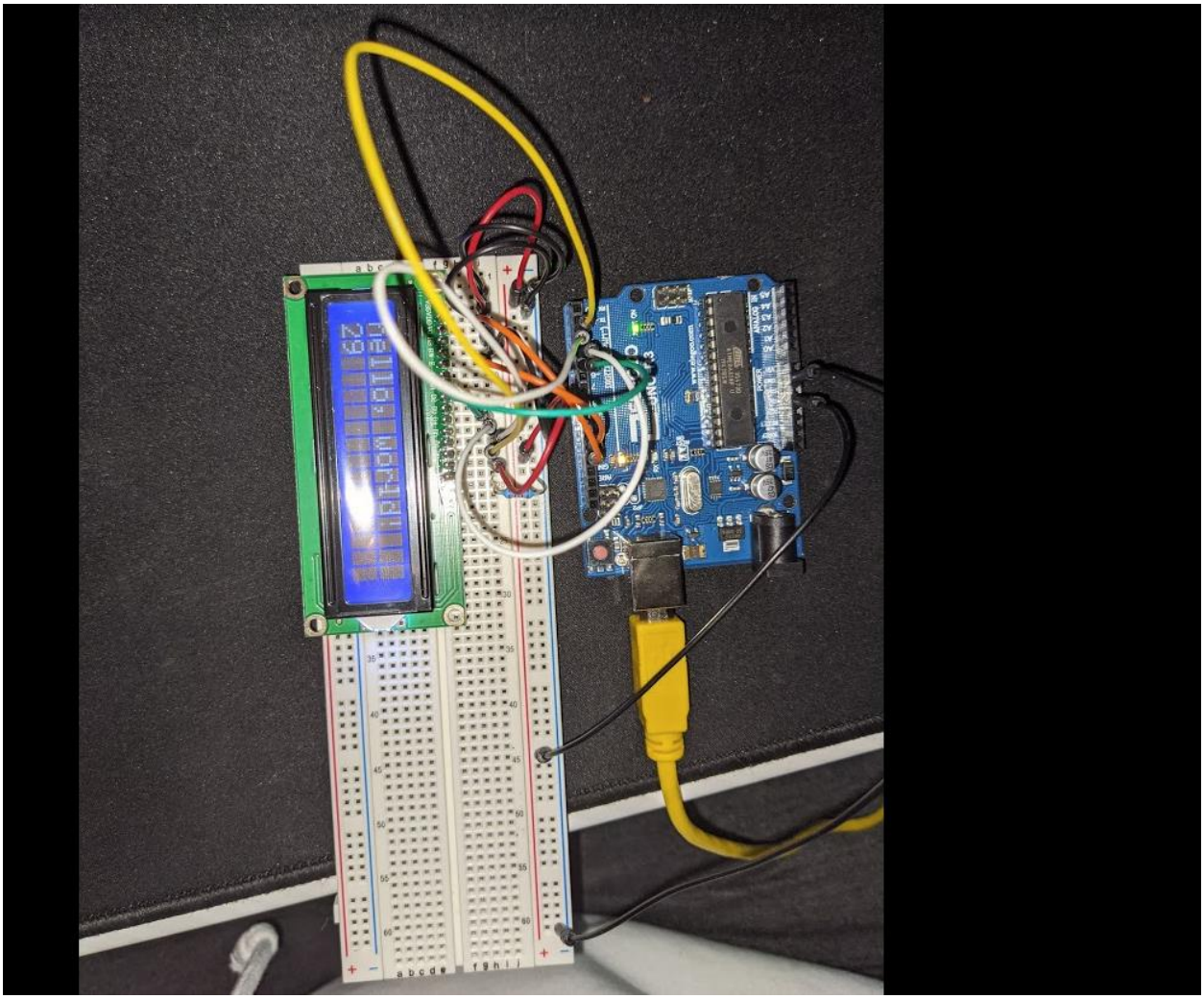
Exercise 3



Exercise 4



Exercise 5


Edit Sketch Tools Help
Arduino Uno
sketch_apr10a.ino
#include <LiquidCrystal.h>
// initialize the library with the numbers of the interface pins
LiquidCrystal lcd(12,11,5,4,3,2);
void setup() {
// set up the LCD's number of columns and rows:
lcd.begin(16, 2);
// Print a message to the LCD.
lcd.print("hello, world!");
}
void loop() {
// set the cursor to column 0, line 1
// (note: line 1 is the second row, since counting begins with 0):
lcd.setCursor(0, 1);
// print the number of seconds since reset:
lcd.print(millis()/1000);
}