|  |
| --- |
|  |
| #include <LiquidCrystal.h> |
|  |  |
|  | LiquidCrystal lcd(12, 11, 5, 4, 3, 2); |
|  |  |
|  | void setup() { |
|  | lcd.begin(16, 2); |
|  |  |
|  | } |
|  |  |
|  | void loop() { |
|  |  |
|  | lcd.clear(); |
|  | lcd.print("HELLO WORLD!"); |
|  | delay(1000); |
|  | } |