|  |
| --- |
| #include <LiquidCrystal.h> |
|  |  |
|  |  |
|  | const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2; |
|  | LiquidCrystal lcd(rs, en, d4, d5, d6, d7); |
|  |  |
|  | void setup() { |
|  |  |
|  | lcd.begin(16, 2); |
|  |  |
|  | lcd.print("hello, world!"); |
|  | } |
|  |  |
|  | void loop() { |
|  |  |
|  | lcd.setCursor(0, 1); |
|  |  |
|  | lcd.print(millis() / 1000); |
|  | } |