

```
#include <LiquidCrystal.h>

int num;
String s;
//Adafruit_LiquidCrystal lcd1(0);
LiquidCrystal lcd1(6,7,2,3,4,5);      //lcd object

void setup()
{
    lcd1.begin(16, 2);                //Initialize the LCD screen
    lcd1.print("Enter the Number");
    Serial.begin(9600);

}

void loop()
{
    if(Serial.available()){
        num = Serial.parseInt();
        lcd1.clear();
        delay(500);

        // Set the cursor position to the first row
        lcd1.setCursor(0, 0);
        s="Square of "+ String(num)+" : "+(num*num);
        lcd1.print(s);
        delay(10000);
        lcd1.clear();
        lcd1.setCursor(0, 0);
        lcd1.print("Enter the Number");
    }

}
```