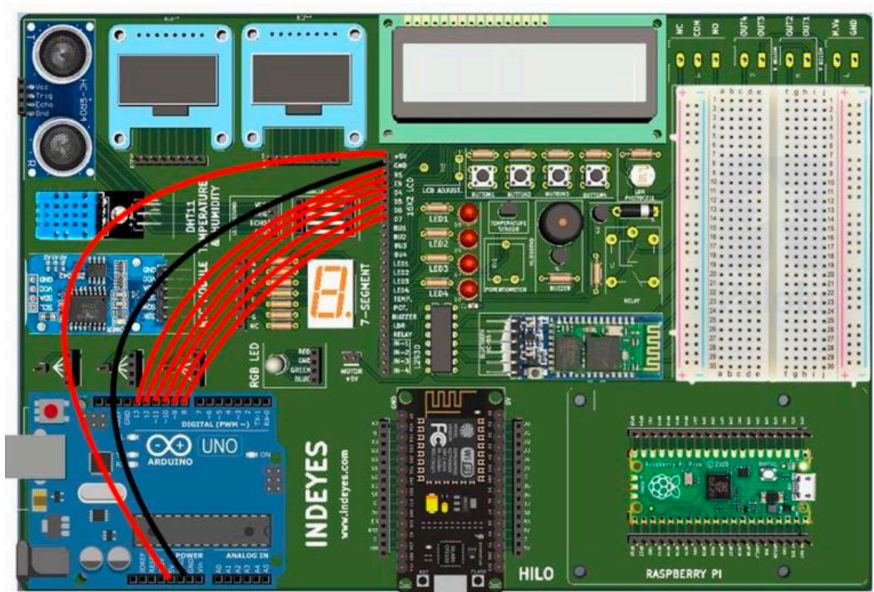# Display Text on LCD using NodeMCU/Arduino Uno

Node:

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(D7, D6, D5, D4, D3, D2);
void setup() {
 lcd.begin(16, 2);
 lcd.print("INDEYES");
}
void loop() {
 lcd.setCursor(0, 1);
 lcd.print(millis() / 1000);
}
```

Arduino:

```
#include <LiquidCrystal.h>
const int rs = 13, en = 12, d4 = 11, d5 = 10, d6 = 9, d7 = 8;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
void setup() {
 lcd.begin(16, 2);        // Initialize 16x2 LCD
 lcd.print("INDEYES");    // Print message on first line
}
void loop() {
 lcd.setCursor(0, 1);     // Move to second line
 lcd.print(millis() / 1000);
}
```


For Node: +5V to VU; GND to G; RS to D7; EN to D6; D4 to D5; D5 to D4; D6 to D3; D7 to D2
For Arduino: +5V to +5V; GND to GND; RS to Pin13; EN to Pin12; D4 to Pin11; D5 to Pin10; D6 to Pin9; D7 to Pin8