// include the library code:

#include <LiquidCrystal.h> //library for LCD

// initialize the library with the numbers of the interface pins

LiquidCrystal lcd(13, 12, 11, 10, 9, 8);

//Define Pins of Arduino

const int BUTTON\_PIN  = 7;

const int LED\_PIN = 6;

//Create a Variable

int Counts = 0;

void setup()

{

  pinMode(BUTTON\_PIN, INPUT\_PULLUP); //Use the BUTTON PIN as INPUT\_PULLUP

  pinMode(LED\_PIN, OUTPUT); //Use the LED PIN as OUTPUT

  lcd.begin(20, 4); // set up the LCD's number of columns and rows:

  lcd.setCursor(0, 0);

  lcd.print("  THE BRIGHT LIGHT ");

  lcd.setCursor(0, 1);

  lcd.print(" Push Button Counter");

  lcd.setCursor(0, 3);

  lcd.print(" Counts: ");

  lcd.print(Counts);

  lcd.print("  ");

}

void loop()

{

  if(digitalRead(BUTTON\_PIN) == LOW)

  {

    Counts = Counts + 1;

    lcd.setCursor(0, 3);

    lcd.print(" Counts: ");

    lcd.print(Counts);

    lcd.print("  ");

    digitalWrite(LED\_PIN,HIGH);

    delay(200);

    digitalWrite(LED\_PIN,LOW);

  }

}