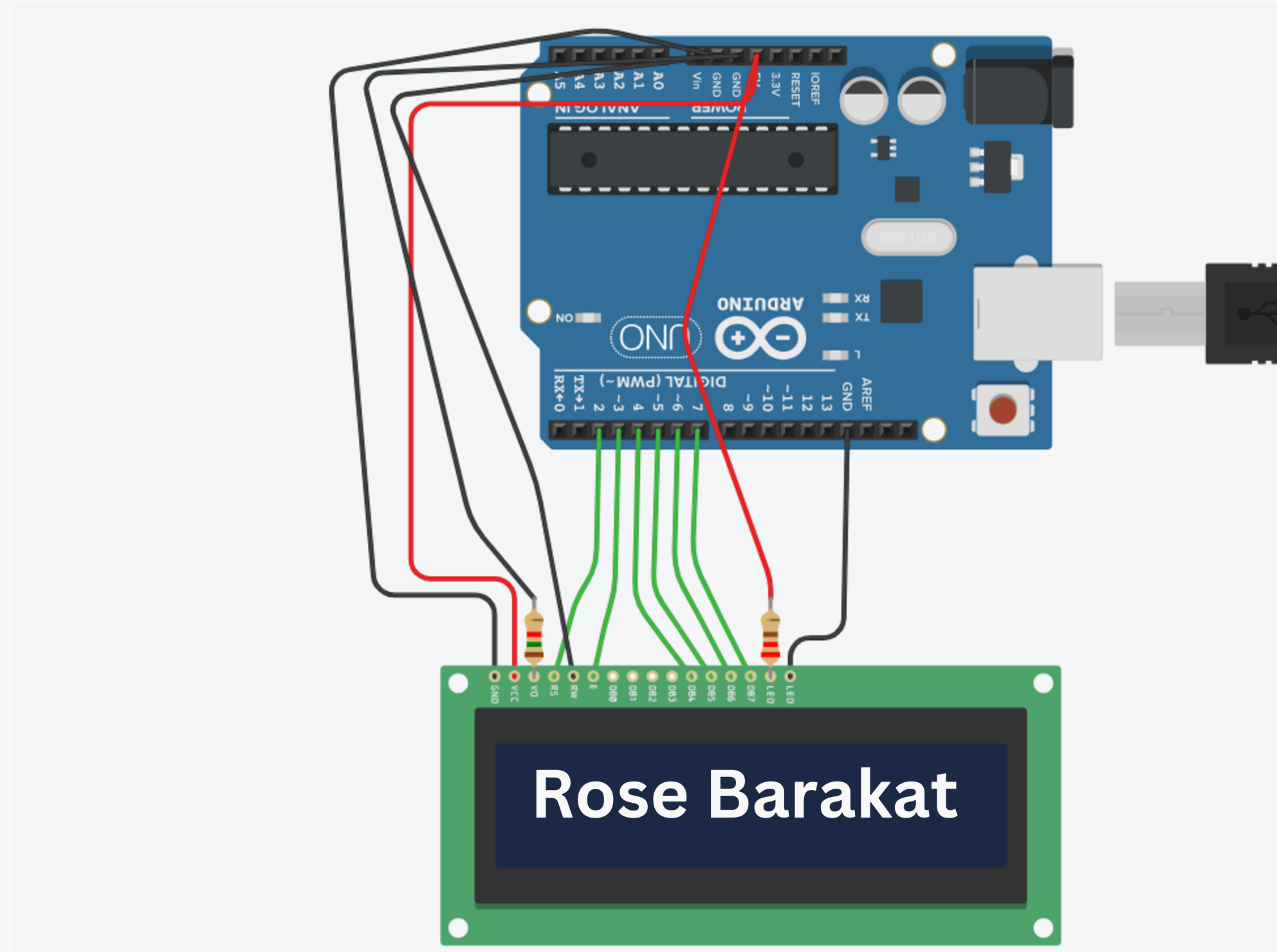


Arduino Experiment 4: LCD



WHAT IS AN LCD?

- **LCD = Liquid Crystal Display.**
- **Shows letters, numbers, or pictures using tiny crystals**
- **Common in clocks, calculators, and phones**

• **MATERIALS NEEDED:**

- **Arduino Uno board**
- **16x2 LCD display**
- **Jumper wires**
- **Breadboard**
- **resistors**





EXPLAIN THE CODE

```
#include <LiquidCrystal.h>
LiquidCrystal LCD(2,3,4,5,6,7);
String NAME="Rose";
void setup()
{
  LCD.begin(16,2);
}
void loop()
{
  LCD.setCursor(1,0);
  LCD.print(NAME);
}
```

This line includes a special library that helps the Arduino talk to an LCD screen. Think of it like downloading an app so the Arduino can "understand" how to use the screen.

This line tells the Arduino which pins are connected to the LCD screen.

You're creating a text variable called **NAME**.

It stores the word "Rose" so you can easily print it later on the screen.

This is the setup function — it runs once when the Arduino turns on.

LCD.begin(16,2); means:
"Start the LCD screen with 16 columns and 2 rows."

This is the loop — it runs again and again forever.
LCD.setCursor(1,0); tells the LCD:
"Start writing on row 0 (top), column 1 (second character position)."
LCD.print(NAME); writes "Rose" on the screen.

