

```

//-----Title-----
/*
File: lcd_serial_to_lcd.ino
Started: 11/1/13
Program Description: Displays text sent over the
serial port (e.g. from the Serial Monitor)
on an attached LCD.
*/
//-----Connections-----
/*
* LCD pin 1 to ground
* LCD pin 2 to 5V
* LCD VO pin 3 to wiper of 25 K potentiometer
* LCD RS pin 4 to digital pin 12
* LCD R/W pin 5 to ground
* LCD Enable pin 6 to digital pin 11
* LCD D4 pin 11 to digital pin 5
* LCD D5 pin 12 to digital pin 4
* LCD D6 pin 13 to digital pin 3
* LCD D7 pin 14 to digital pin 2
*/
//-----Initializations-----

// Include the library code:
#include <LiquidCrystal.h>

// Initialize the library with the numbers of the
// UNO interface pins.
// Syntax: LiquidCrystal(rs, enable, d4, d5, d6, d7)
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup() {
  // Set up the LCD's number of columns and rows:
  // Syntax: lcd.begin(cols, rows)
  lcd.begin(16, 2);
  // Opens serial port, sets data rate to 9600 bps
  // Syntax: Serial.begin(speed)
  Serial.begin(9600);
}

```

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}  
// -----Main Code-----  
  
void loop() {  
    // When characters arrive over the serial port...  
    if (Serial.available()) {  
        // Wait 100 ms for the entire message to arrive  
        delay(100);  
        // Clear the LCD screen  
        lcd.clear();  
        // Read all the available characters  
        while (Serial.available() > 0) {  
            // Display each character to the LCD  
            lcd.write(Serial.read());  
        }  
    }  
}  
}
```