

```
#include <LiquidCrystal.h>

//8 bit: RS, RW, EN, D0, D1, D2, D3, D4, D5, D6, D7
//RS-->PC0
//RW-->PC1
//EN-->PC2

LiquidCrystal lcd(14, 15, 16, 8, 9, 10, 11, 4, 5, 6, 7);

void setup()
{

}
void loop()
{
  delay(1000);
  lcd.clear();
  lcd.setCursor(0,0);
  lcd.print("hello");
  lcd.setCursor(0,1);
  lcd.print("world!");
}
```