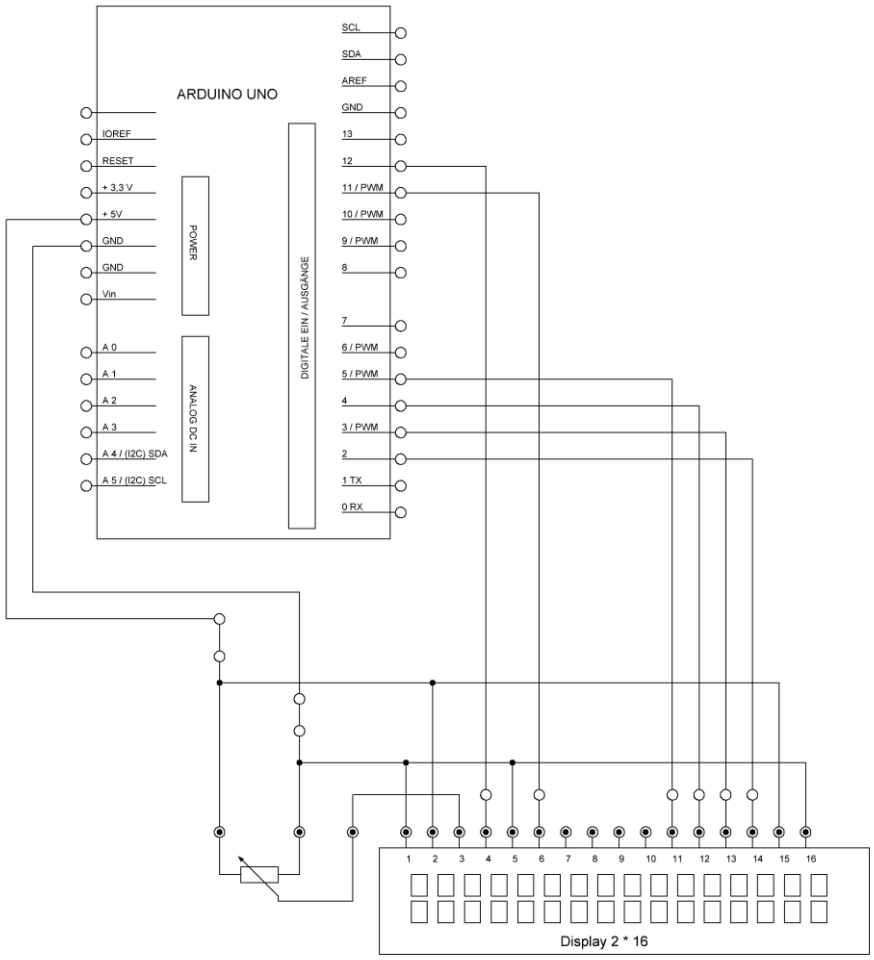
Übung 1

```
#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup()
{
lcd.begin(16, 2);
}

void loop()
{
lcd.setCursor(0, 0);
lcd.print("FOS ");
lcd.setCursor(0, 1);
lcd.print("Erding");
}
```



Übung 2

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup()
{
lcd.begin(16, 2);
}

void loop()
{
lcd.setCursor(0, 0);
lcd.print("Oben");
delay (500);
lcd.clear();
lcd.setCursor(5, 1);
lcd.print("Oben");
delay (500);
lcd.clear();
lcd.setCursor(12, 0);
lcd.print("Oben");
delay (500);
lcd.clear();
}
```

Übung 3

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
const int switchPin = 6;
int switchState = 0;
int prevSwitchState = 0;
int reply;
void setup() {
  lcd.begin(16, 2);
  pinMode(switchPin, INPUT);
  lcd.print("Frag das ");
  lcd.setCursor(0, 1);
  lcd.print("Display");
}
void loop() {
  switchState = digitalRead(switchPin);
  if (switchState != prevSwitchState) {
    if (switchState == LOW) {
      reply = random(8);
      lcd.clear();
      lcd.setCursor(0, 0);
      lcd.print("Das Display sagt");
      lcd.setCursor(0, 1);
      switch (reply) {
        case 0:
```

```
        lcd.print("Ja");
        break;
      case 1:
        lcd.print("Überlegen");
        break;
      case 2:
        lcd.print("Hin und Wieder");
        break;
      case 3:
        lcd.print("Sehr gut");
        break;
      case 4:
        lcd.print("MMMMMM");
        break;
      case 5:
        lcd.print("Frag nochmal");
        break;
      case 6:
        lcd.print("Fast");
        break;
      case 7:
        lcd.print("Nein");
        break;
    }
   }
  }

  prevSwitchState = switchState;
}
```