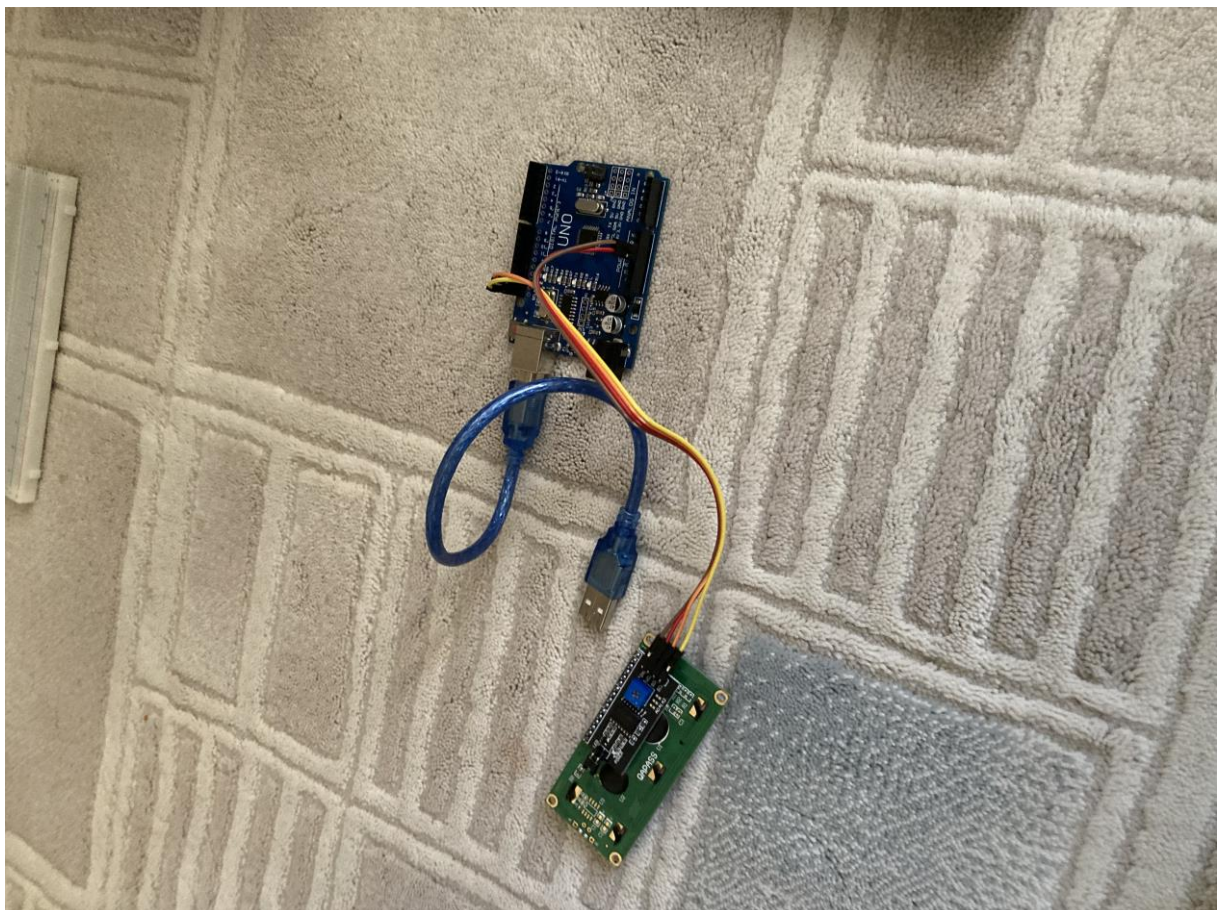


You will need:

1. A computer
2. Usb a to Usb b cable
3. 3 push buttons
4. 3 10K resistors
5. A medium breadboard
6. A Arduino Uno
7. 4 M-F jumpers
8. 8 M-M jumpers

1) Connect your LCD to your Arduino



2) Put your buttons on the breadboard



- 3) Put the resistors on the breadboard (cannot provide photo anymore so good luck)
- 4) Connect the buttons to the Arduino:
 - 1st button: D2
 - 2nd button: D3
 - 3rd button: D4
- 5) Begin programming:

The code:

```
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);

int num;

void setup() {
  // put your setup code here, to run once:
  pinMode(2, INPUT); //add
  pinMode(3, INPUT); //sub
  pinMode(4, INPUT); //rst

  lcd.init();
  lcd.home();
  lcd.backlight();
}
```

```
    lcd.clear();
}

void loop() {
    // put your main code here, to run repeatedly:
    if (digitalRead(2) == 1 && digitalRead(3) == 0 && digitalRead(4) == 0) {
        num += 1;
    }

    if (digitalRead(3) == 1 && digitalRead(4) == 0 && digitalRead(2) == 0) {
        num -= 1;
    }

    if (digitalRead(4) == 1 && digitalRead(3) == 0 && digitalRead(2) == 0) {
        num = 0;
    }

    lcd.print("Num:");
    lcd.print(num);

    delay(200);

    lcd.clear();
}
```

Have fun!

6) Put your resistors on the breadboard

