

```
1: #include <Wire.h>
2: #include <LiquidCrystal_I2C.h>
3:
4: LiquidCrystal_I2C lcd1(0x27,16,2);
5: LiquidCrystal_I2C lcd2(0x26,16,2);
6:
7: void setup()
8: {
9:   lcd1.init();
10:  lcd2.init();
11:  Serial.begin(9600);
12: }
13:
14: void loop()
15: {
16:   lcd1.backlight();
17:   lcd1.setCursor(0,0);
18:   lcd1.print("www. de beijer - ");
19:   lcd1.setCursor(0,1);
20:   lcd1.print(" engineering .nl");
21:
22:   lcd2.backlight();
23:   lcd2.setCursor(0,0);
24:   lcd2.print(" it's the fun ");
25:   lcd2.setCursor(0,1);
26:   lcd2.print(" option ");
27:
28:   Serial.println("De Beijer Engineering B.V.");
29:   Serial.println("www.debeijer-engineering.nl");
30:   Serial.println("info@debeijer-engineering.nl");
31:   Serial.println();
32:   Serial.println("Just be an engineer it is the fun option.");
33:   Serial.println();
34:   delay(2000);
35: }
```