

TasterHandling

```
#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd = LiquidCrystal_I2C(0X27, 16, 2);

const byte PIN_PUSH_BUTTON = 3;

void setup() {
    lcd.init();
    lcd.backlight();
    lcd.begin(16,2);
    lcd.clear();
    pinMode(PIN_PUSH_BUTTON, INPUT_PULLUP);
}

void loop(){
    lcd.setCursor(0,0);
    if(clearButtonPressed()){
        lcd.print("clear button");
    } else{
        lcd.clear();
    }
    delay(200);
}

bool clearButtonPressed(){
    if(digitalRead(PIN_PUSH_BUTTON)){
        return false;
    } else {
        return true;
    }
}
```