

Lab 7 : Program 15

Date : 04/11/20

Experiment : RGB LED and LCD

Aim: To demonstrate a RGB LED and LCD display

Hardware:

- RGB LED
- LCD
- Arduino Uno
- Resistors

Source Code:

```
#include <LiquidCrystal.h>
```

```
int red = 6 ;
```

```
int blue = 10 ;
```

```
int green = 9 ;
```

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

```
void redc()
```

```
{
```

```
  lcd.setCursor(0, 0);
```

```
  analogWrite(red, 255);
```

```
  analogWrite(blue, 0);
```

```
  analogWrite(green, 0);
```

```
  lcd.print("RED  ");
```

```
}
```

```
void bluec()
```

```
{
```

```
  lcd.setCursor(0, 0);
```

```
  analogWrite(red, 0);
```

```
  analogWrite(blue, 255);
```

```
  analogWrite(green, 0);
```

```
  lcd.print("BLUE ");
```

```
}
```

```
void greenc()  
{  
  lcd.setCursor(0, 0);  
  analogWrite(red, 0);  
  analogWrite(blue, 0);  
  analogWrite(green, 255);  
  lcd.print("GREEN");  
}
```

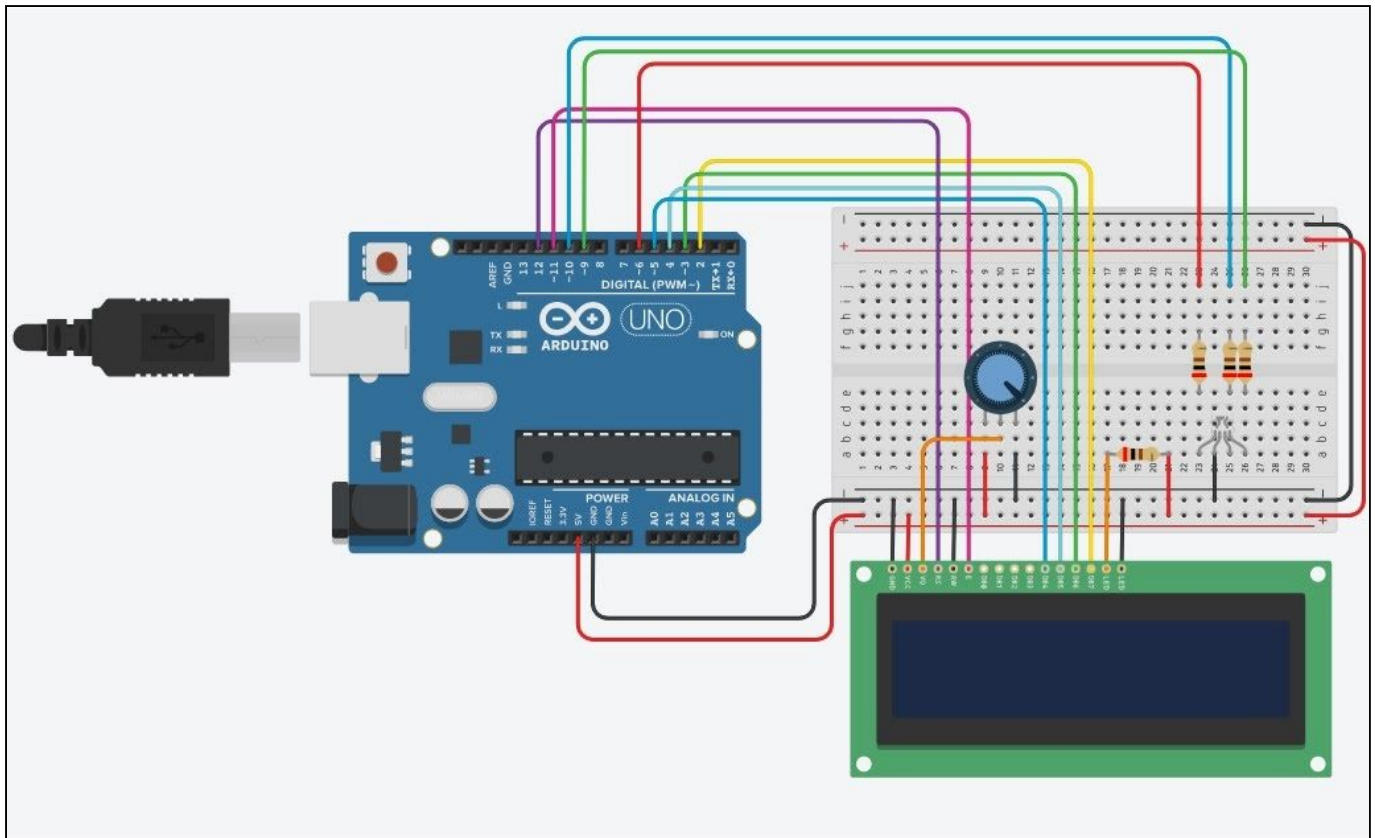
```
void setup()  
{  
  pinMode(red, OUTPUT);  
  lcd.begin(16, 2);  
  pinMode(blue, OUTPUT);  
  pinMode(green, OUTPUT);  
}
```

```
void loop()  
{  
  redc();  
  delay(1000);  
  bluec();  
  delay(1000);  
  greenc();  
  delay(1000);  
}
```

Observation:

The colour of the LED is displayed on the LCD.

Circuit :



Write Up:

Source Code

```
#include <LiquidCrystal.h>
```

```
int red = 6;
```

```
int blue = 10;
```

```
int green = 9;
```

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

```
void redc()
```

```
{ lcd.setCursor(0,0);  
  analogWrite(red, 255);  
  analogWrite(blue, 0);  
  analogWrite(green, 0);  
  lcd.print("RED ");  
}
```

```
void bluec()
```

```
{ lcd.setCursor(0,0);  
  analogWrite(red, 0);  
  analogWrite(blue, 255);  
  analogWrite(green, 0);  
  lcd.print("BLUE ");  
}
```

```
void greenc()
```

```
{ lcd.setCursor(0,0);  
  analogWrite(red, 0);  
  analogWrite(blue, 0);  
  analogWrite(green, 255);  
  lcd.print("GREEN");  
}
```

```
void Setup()
```

```
{  
  pinMode (red, OUTPUT);  
  led.begin (16, 2);  
  pinMode (blue, OUTPUT);  
  pinMode (green, OUTPUT);  
}
```

```
void loop()
```

```
{  
  red();  
  delay (1000);  
  blue();  
  delay (1000);  
  green();  
  delay (1000);  
}
```