# Description:

Write a program to show caller mobile number on LCD.

# Source Code:

#include <LiquidCrystal.h> // include the library code:

LiquidCrystal lcd(11,12,14,15,16,17); // initialize the library with the numbers of the interface pins

//char PhoneNo[]="+91xxxxxxxxxx";

int DialStatus=0;

void setup()

{

pinMode(13,OUTPUT); //SIM808 wakeup connected on pin 13 in IomaTic board

digitalWrite(13, HIGH); //Initialize the SIM808 Module

delay(1000);

digitalWrite(13, LOW); //Sending wake up signal to SIM808 Module

delay(1000);

digitalWrite(13, HIGH); //Keeping SIM808 in active/wakeup state

delay(10000);

lcd.begin(16, 2); //Initialize the LCD in 16x2 mode

delay(1000);

lcd.setCursor(0,0); //Set cursor at first character/coloumn of first line/row

lcd.print(" IomaTic "); //Print the message as metioned cursor location

lcd.setCursor(0,1); //Set cursor at first character/coloumn of first line/row

lcd.print("GSM Dial on Input...."); //Print the message as metioned cursor location

Serial.begin(9600); //Initialize a serial communication with baud rate 9600

delay(1000);

Serial.println("AT"); //Initialize the GSM modem

delay(2000);

//Serial.print("ATH"); //Send dial a phone AT command

// Serial.print(PhoneNo); //Send phone number to dial

//Serial.print(";");

Serial.print("AT+CLIP=1, 100");

// Serial.print("OK");

Serial.print("\r\n");

}

void loop()

{

}

# Libraries:

No additional libraries required.

# Functions:

*AT Commands:*

AT Commands are commands which are used to control the modems where AT stands for Attention.