

Lcd code in assembly

```
LIST P=16F877A
#include <P16F877A.INC>

; ----- Variables -----
COUNT EQU 0x20

; ----- Reset Vector -----
ORG 0x00
GOTO MAIN

; ----- MAIN PROGRAM -----
MAIN
; --- I/O Setup ---
BSF STATUS, RP0
CLRF TRISD ; PORTD as output (LCD data)
CLRF TRISC ; RC0=RS, RC1=EN
BCF STATUS, RP0

; --- Initialize LCD ---
CALL LCD_INIT

; --- Write 6,0,1,2 on LCD ---
MOVLW '6'
CALL LCD_DATA
MOVLW '0'
CALL LCD_DATA
MOVLW '1'
CALL LCD_DATA
MOVLW '2'
CALL LCD_DATA

LOOP
GOTO LOOP

; =====
; --- LCD Subroutines ---
; =====

; LCD Command
LCD_CMD
    BCF PORTC, 0 ; RS=0
    MOVWF PORTD ; Put cmd on data bus
    BSF PORTC, 1 ; EN=1
    NOP
    BCF PORTC, 1 ; EN=0
    CALL LCD_DELAY
    RETURN

; LCD Data
LCD_DATA
    BSF PORTC, 0 ; RS=1
    MOVWF PORTD ; Put data on data bus
    BSF PORTC, 1 ; EN=1
    NOP
    BCF PORTC, 1 ; EN=0
    CALL LCD_DELAY
    RETURN
```

```
; LCD Initialization
LCD_INIT
    MOVLW 0x38
    CALL LCD_CMD
    MOVLW 0x0C
    CALL LCD_CMD
    MOVLW 0x06
    CALL LCD_CMD
    MOVLW 0x01
    CALL LCD_CMD
    RETURN

; Simple delay
LCD_DELAY
    MOVLW D'250'
    MOVWF COUNT
DELAY_LOOP
    NOP
    DECFSZ COUNT, f
    GOTO DELAY_LOOP
    RETURN

END
```