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arduino-bootcamp / Weather_Station / Final / LCD_Basic / LCD_Basic.ino

```
Lee Assam First commit

At 0 contributors
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```
63 lines (52 sloc) | 1.45 KB
  1
  2
         LiquidCrystal Library - Hello World
  3
  4
       Demonstrates the use a 16x2 LCD display. The LiquidCrystal
       library works with all LCD displays that are compatible with the
  6
       Hitachi HD44780 driver. There are many of them out there, and you
       can usually tell them by the 16-pin interface.
  7
  8
       This sketch prints "Hello World!" to the LCD
  9
       and shows the time.
 10
 11
        The circuit:
 12
 13
       * LCD RS pin to digital pin 0
 14
       * LCD Enable pin to digital pin 1
 15
       * LCD D4 pin to digital pin 2
       * LCD D5 pin to digital pin 3
 17
       * LCD D6 pin to digital pin 4
       * LCD D7 pin to digital pin 5
 18
       * LCD R/W pin to ground
 20
       * LCD VSS pin to ground
 21
       * LCD VCC pin to 5V
       * 10K resistor:
 22
 23
       * ends to +5V and ground
       * wiper to LCD VO pin (pin 3)
 24
 25
 26
       Library originally added 18 Apr 2008
 27
       by David A. Mellis
 28
       library modified 5 Jul 2009
 29
       by Limor Fried (http://www.ladyada.net)
       example added 9 Jul 2009
 30
 31
       by Tom Igoe
 32
       modified 22 Nov 2010
```

```
33
      by Tom Igoe
34
35
      This example code is in the public domain.
36
37
      http://www.arduino.cc/en/Tutorial/LiquidCrystal
38
39
      modified 10/30/2016
      by Lee Assam
40
      */
41
42
43
     // include the library code:
     #include <LiquidCrystal.h>
44
45
     // initialize the library with the numbers of the interface pins
46
     LiquidCrystal lcd(0, 1, 2, 3, 4, 5);
47
48
     void setup() {
49
       // set up the LCD's number of columns and rows:
50
       lcd.begin(16, 2);
51
52
       // Print a message to the LCD.
       lcd.print("hello world!");
53
54
     }
55
56
     void loop() {
       // Turn off the display:
57
       //lcd.noDisplay();
58
       //delay(500);
59
       // Turn on the display:
60
       lcd.display();
61
       delay(500);
62
63
     }
```