

8051(micro-controller) using LCD Display

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AVVA PRAVEEN BABU

BU21EECE01000527

Learning Objective:

Learning how to use the 8051 microcontroller to display text on an LCD.

Inputs and Outputs:

- □ **Inputs:** Commands for the LCD display.
- □ **Output:** Displayed text on the LCD.

Logic:

- Functions must be implemented to send commands and data to the LCD.
- lacktriangle Some LCD commands are, for example, clear display and cursor positioning. \Box
- Before displaying numerical data as symbols, they should first be converted to ASCII.
- Establish basic connections with the power supply and ground and enable pins.

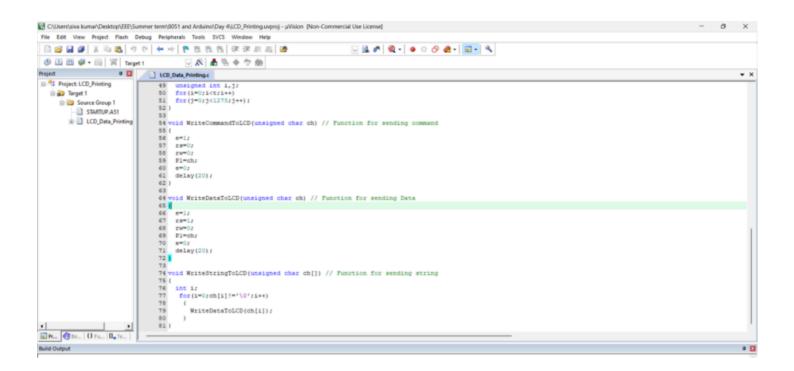
Common Mistakes:

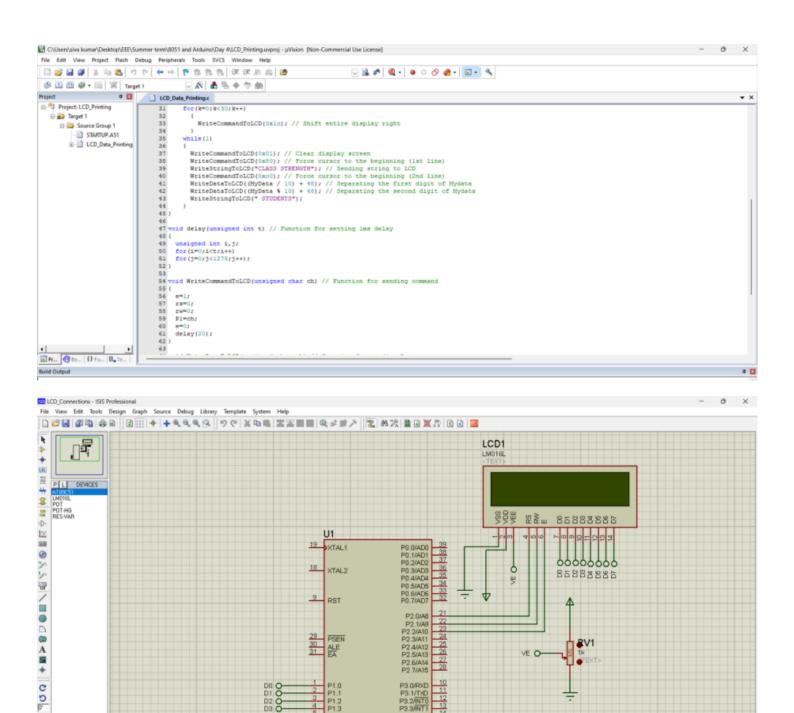
- **Command mismatch**: Be sure the correct commands are being sent to the LCD.
- **Command positioning**: Proper display requires placing commands properly.
- **Clear display and new line commands:** Use the right commands that would either clear the display or take you to a new line for of these commands

Results:-

```
    C\\Users\siva kumar\Desktop\EEE\Summer term\8051 and Arduino\Day 4\LCD_Printing.uvproj − μVision [Non-Commercial Use License]
 File Edit View Project Flash Debug Peripherals Tools SVCS Window Help
                                                                                                                                                     ▽系 番号を参加
                                                       | CO_outs_ventury:
| $include <req$i.h>
| 2 sbit re=P2^0;
| 3 sbit re=P2^0;
| 5 void delay(unsigned int);
| 6 void WriteCommandToLCD(unsigned char ch);
| 7 void WriteDataToLCD(unsigned char ch);
| 8 void WriteStringToLCD(unsigned char ch());
     ☐ ☐ Target 1
☐ ☐ Source Group 1
              STARTUP.A51

LCD_Data_Printing
                                                                  // unsigned char ch[]="ES TRAINING";
unsigned char chi[]="GITAM UNIVERSITY, BANGLORE";
unsigned int J,k;
unsigned int MyData = 20;
                                                                // LCD Initialization
WriteCommandToLCD(0x38); // 2 lines and 5x7 matrix
WriteCommandToLCD(0x01); // Clear display screen
WriteCommandToLCD(0x00); // Display ON, Cursor OFF
WriteCommandToLCD(0x00); // Force oursor to begining (lst line)
WriteCommandToLCD(0x00); // Increment oursor (shift oursor to right)
                                                                // Sending Data to LCD
WriteStringToLCD("ES TRAINING"); // Sending String to the LCD
WriteCommandToLCD(0xs0); // Force cursor to the beginning (2nd line)
for(j=0;chl[j]!="\0";j++)
                                                                        {
    WriteDataToLCD(chl[j]); // Sending one character to LCD
                                                                    for (k=0;k<30;k++)
                                                                           WriteCommandToLCD(0xlo); // Shift entire display right
 3 🗵
```





P3.0/RXD P3.1/TXD P3.2/NT0 P3.3/NT1 P3.4/T0 P3.5/T1 P3.6/WR P3.7/RD

1 P1.0 2 P1.1 3 P1.2 4 P1.3 5 P1.4 6 P1.5 7 P1.6 8 P1.7

AT89051

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► II ■ O No Messages | Root sheet 1

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