



PREMIER UNIVERSITY CHATTOGRAM

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Lab Report

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REPORT NO	02	
REPORT NAME	Introduction to control of 2 segment LCD display with Arduino.	
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SUBMITTED TO		
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	SECTION	A

Experiment Name:

Introduction to control of 2 segment LCD display with Arduino.

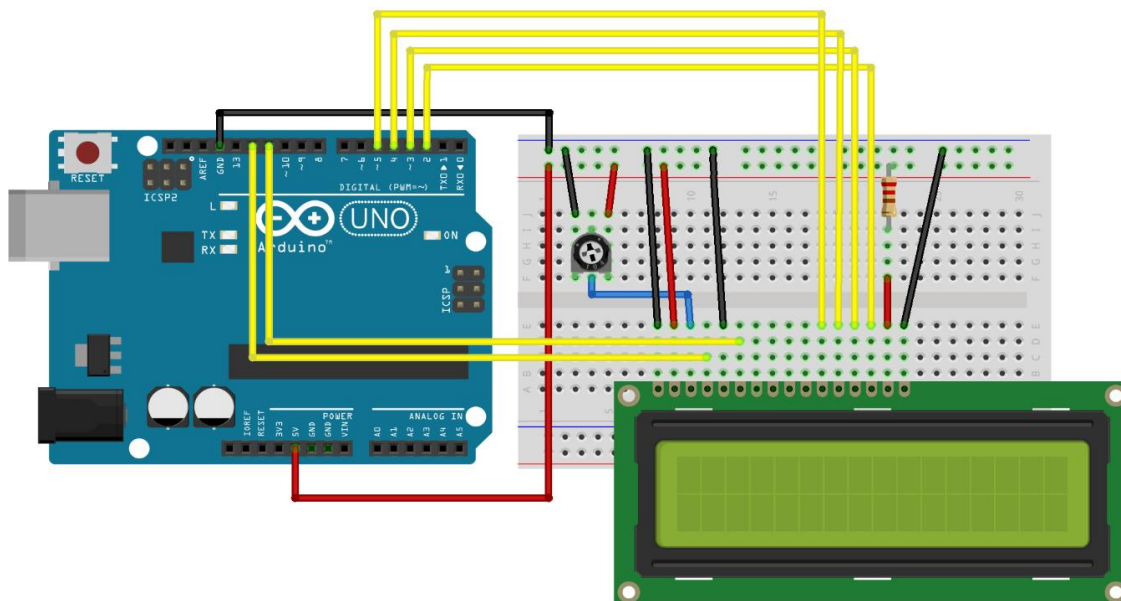
Objective:

The objective of this experiment is to familiarize oneself with controlling a 2-segment LCD display using an Arduino microcontroller. This involves understanding the necessary connections, initializing the display, and displaying characters or digits.

Instruments Required:

- Arduino Board (e.g., Uno, Nano, Mega)
- 2-segment LCD display
- Potentiometer (for contrast adjustment, if required)
- Connecting wires

Circuit Diagram:



Source Code:

```
#include <LiquidCrystal.h>

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

void setup() {

    lcd.begin(16, 2);

    lcd.print("Premier");
    lcd.setCursor(0, 1);
    lcd.print("University");
}

void loop() {

}
```

Output:

Upon powering the circuit and uploading the code to the Arduino, the LCD display will show "Premier" on the first row and "University" on the second row. The display remains static, showing this message continuously.

Discussion:

In this experiment, we configured a 2-segment LCD display to show the message "Premier University" using an Arduino microcontroller. We connected the LCD to the Arduino and utilized the LiquidCrystal library to initialize the display and print the message. By setting the cursor position appropriately, we displayed "Premier" on the first row and "University" on the second row. This experiment demonstrates how to control and display messages on an LCD, a fundamental skill for creating more complex user interfaces in Arduino projects.