Class-3, Class Program LCD

80

```
#define _XTAL_FREQ 20000000 // Define the crystal oscillator frequency as 20MHz (for delay func
20
21
22
     void Lcdinit(void);
                              // Function prototype for LCD initialization
     void LcdCommand(uint8_t);
23
                              // Function prototype for sending commands to the LCD
24
     void LcdData(uint8 t);
                              // Function prototype for sending data to the LCD
25
26
     uint8 t x, i, m;
                              // Declare global variables
27
28
     uint8 t a[18] = {"HELLO WORLD"}; // Character array storing the message to display
29
30 □ void main(void) {
31
        Lcdinit(); // Initialize the LCD
32
33
        // Loop to display "HELLO WORLD" on the LCD
34
        for (int i = 0; i < 11; i++) {
35
            LcdCommand(0x80 + i); // Move the cursor to the respective position on the LCD (starting
36
            LcdData(a[i]);
                                // Send each character to the LCD
37
38
39
        while(1); // Infinite loop to keep the program running
40
43
   □ void Lcdinit(void) {
          TRISC = 0x00; // Set PORTC as output (for control signals)
44
45
          TRISD = 0x00; // Set PORTD as output (for data signals)
46
47
           delay ms(100); // Wait for LCD to stabilize
48
          // LCD initialization sequence as per the HD44780 LCD datasheet
49
          LcdCommand(0x30); // Send function set command (8-bit mode)
50
           delay ms(100);
                              // Delay for command execution
51
52
          LcdCommand(0x30); // Repeat function set command
53
           delay ms(100);
54
          LcdCommand(0x30); // Repeat function set command again
55
            delay ms(100);
56
          LcdCommand(0x38); // Set LCD for 8-bit mode, 2-line display, 5x8 font
57
            delay ms(100);
58
          LcdCommand(0x0C); // Turn on display, cursor off
59
            delay ms(100);
          LcdCommand(0x01); // Clear the display
60
61
            delay ms(100);
62
      // Function to send data (characters) to the LCD
64
   □ void LcdData(uint8 t i) {
65
66
          PORTC \mid = (0x1 << 3); // Set RS (RC3) = 1 (indicates data mode)
67
          PORTD = i;
                                  // Place data on PORTD
          PORTC \mid = (0x1 << 0); // Set EN (RC0) = 1 (enable pulse start)
68
69
           delay ms(100);
                                 // Small delay for command execution
          PORTC &= \sim (0x1 << 0); // Set EN (RCO) = 0 (enable pulse end)
70
71
72
73
      // Function to send commands to the LCD
74 \( \subseteq \text{void LcdCommand (uint8 t i) } \)
75
          PORTC &= \sim (0x1 << 3); // Set RS (RC3) = 0 (indicates command mode)
76
          PORTD = i;
                                   // Place command on PORTD
77
          PORTC = (0x1 << 0); // Set EN (RC0) = 1 (enable pulse start)
78
            delay ms(100);
                                   // Small delay for command execution
79
          PORTC &= \sim (0x1 << 0); // Set EN (RC0) = 0 (enable pulse end)
```