LCD and Keypad

(chapter 12)

MBSD, 6th Semester

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INTERFACING LCD TO 8051

LCD Operation

- LCD is finding widespread use replacing LEDs
  - The declining prices of LCD
  - The ability to display numbers, characters, and graphics
  - Incorporation of a refreshing controller into the LCD, thereby relieving the CPU of the task of refreshing the LCD
  - Ease of programming for characters and graphics

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LCD Pin Descriptions

Pin Descriptions for LCD

Pin	Symbol	I/O	Descriptions
1	VSS	--	Ground
2	VCC	--	+5V power supply
3	VEE	--	Power supply to control contrast
4	RS	I	RS=0 to select command register, RS=1 to select data register
5	R/W	I	R/W=0 for write, R/W=1 for read
6	E	I/O	Enable
7	DB0	I/O	The 8-bit data bus
8	DB1	I/O	The 8-bit data bus
9	DB2	I/O	The 8-bit data bus
10	DB3	I/O	The 8-bit data bus
11	DB4	I/O	The 8-bit data bus
12	DB5	I/O	The 8-bit data bus
13	DB6	I/O	The 8-bit data bus
14	DB7	I/O	The 8-bit data bus

used by the LCD to latch information presented to its data bus

- Send displayed information or instruction command codes to the LCD
- Read the contents of the LCD's internal registers

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LCD Command Codes

LCD Command Codes

Code (Hex)	Command to LCD Instruction Register
1	Clear display screen
2	Return home
4	Decrement cursor (shift cursor to left)
6	Increment cursor (shift cursor to right)
5	Shift display right
7	Shift display left
8	Display off, cursor off
A	Display off, cursor on
C	Display on, cursor off
E	Display on, cursor blinking
F	Display on, cursor blinking
10	Shift cursor position to left
14	Shift cursor position to right
18	Shift the entire display to the left
1C	Shift the entire display to the right
80	Force cursor to beginning to 1st line
C0	Force cursor to beginning to 2nd line
38	2 lines and 5x7 matrix

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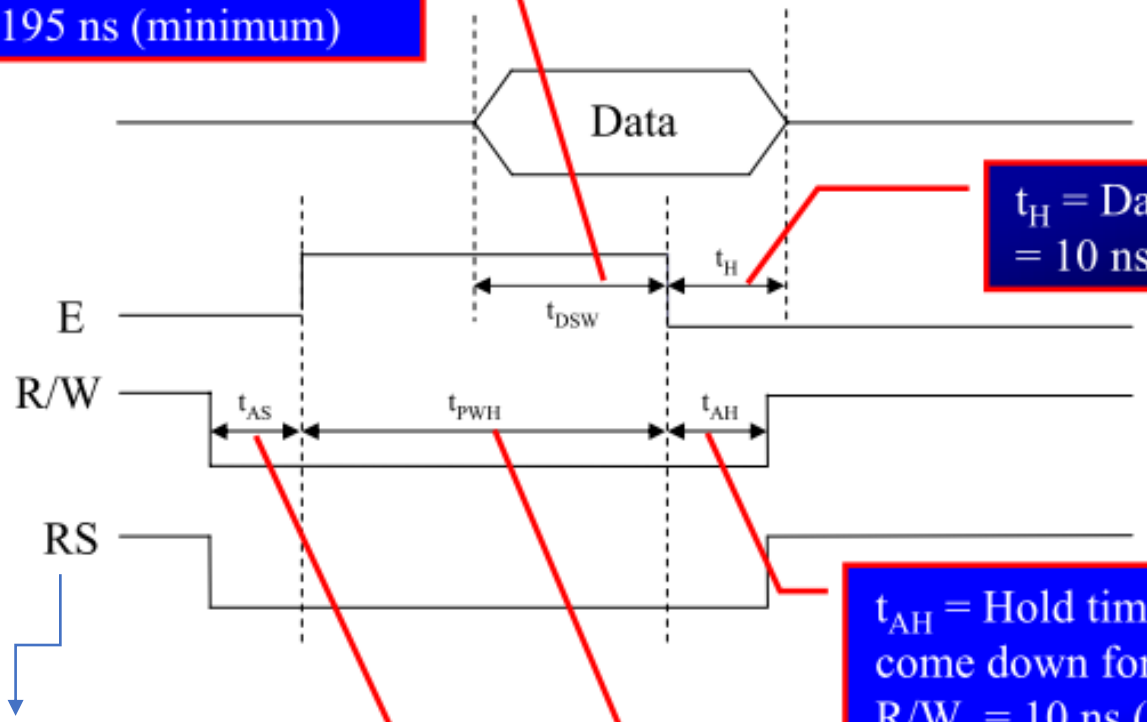
LCD Data Sheet (cont')

LCD Timing

t_{DSW} = Data set up time = 195 ns (minimum)



t_H = Data hold time = 10 ns (minimum)

t_{AH} = Hold time after E has come down for both RS and R/W = 10 ns (minimum)

t_{PWH} = Enable pulse width = 450 ns (minimum)

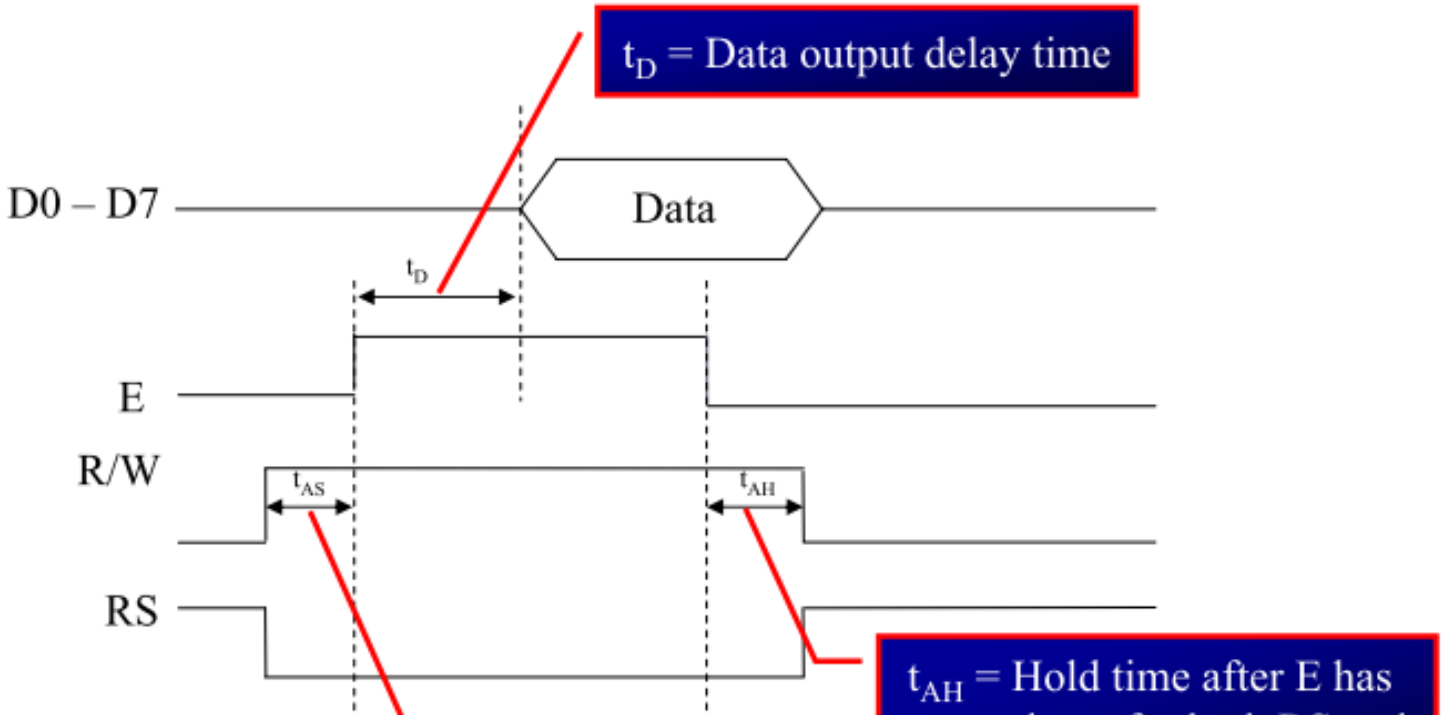
t_{AS} = Set up time prior to E (going high) for both RS and R/W = 140 ns (minimum)

RS = 0, Command

LCD INTERFACING

Sending Codes and Data to LCDs w/ Busy Flag (cont')

LCD Timing for Read

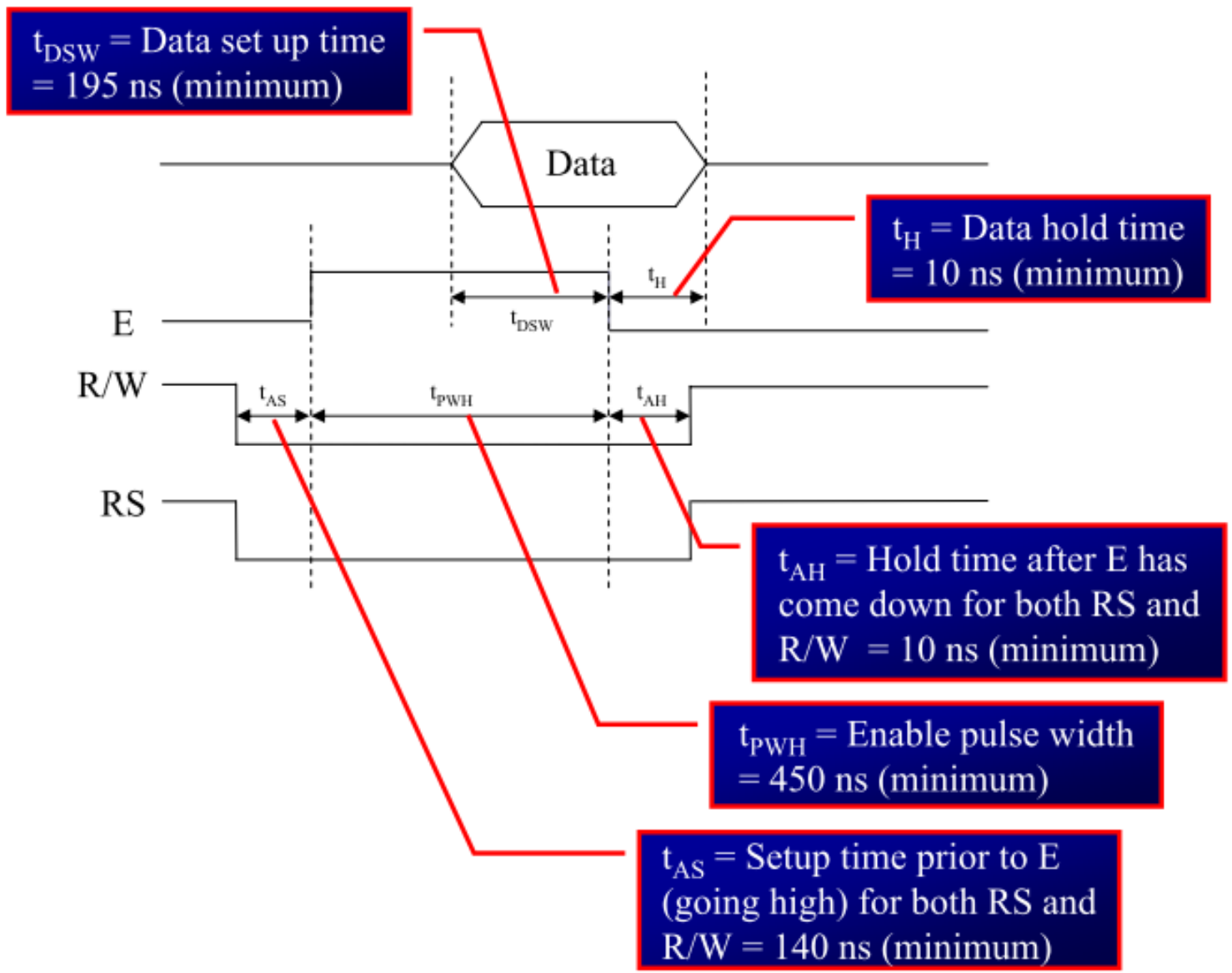


Note : Read requires an L-to-H pulse for the E pin

LCD INTERFACING

Sending Codes and Data to LCDs w/ Busy Flag (cont')

LCD Timing for Write



Write Command and Write Data

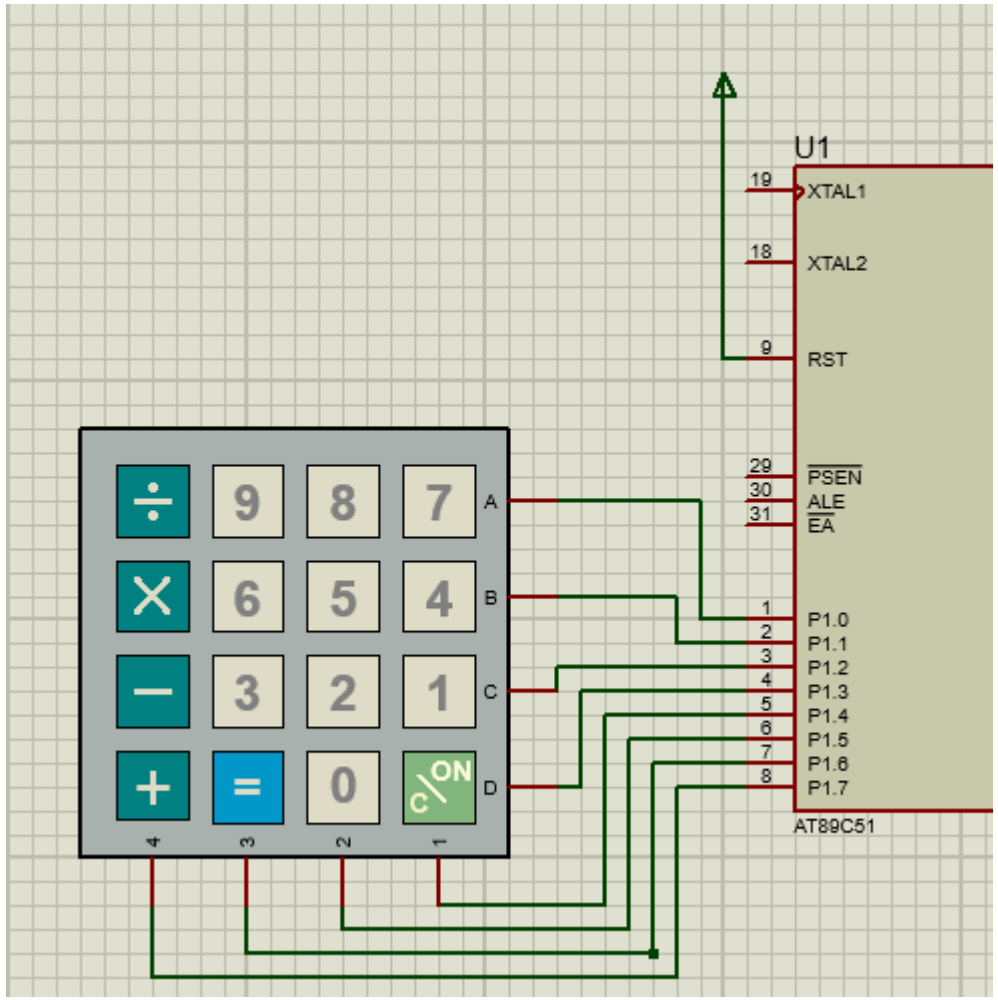
```
void writecmd(int z)
{
   RS = 0;              // This is command
   P2 = z;              //Data transfer
   E  = 1;              // => E = 1
   delay(150);
   E  = 0;              // => E = 0
   delay(150);
}
```

```
void writedata(char t)
{
   RS = 1;              // This is data
   P2 = t;              //Data transfer
   E  = 1;              // => E = 1
   delay(150);
   E  = 0;              // => E = 0
   delay(150);
}
```

Keypad Interfacing

KEYBOARD INTERFACING

- Keyboards are organized in a matrix of rows and columns
  - The CPU accesses both rows and columns through ports
    - Therefore, with two 8-bit ports, an 8 x 8 matrix of keys can be connected to a microprocessor
  - When a key is pressed, a row and a column make a contact
    - Otherwise, there is no connection between rows and columns
- In IBM PC keyboards, a single microcontroller takes care of hardware and software interfacing




```
char READ_SWITCHES(void)
{
    RowA = 0; RowB = 1; RowC = 1; RowD = 1;      //Test Row A

    if (C1 == 0) { delay(10000); while (C1==0); return '7'; }
    if (C2 == 0) { delay(10000); while (C2==0); return '8'; }
    if (C3 == 0) { delay(10000); while (C3==0); return '9'; }
    if (C4 == 0) { delay(10000); while (C4==0); return '/'; }

    RowA = 1; RowB = 1; RowC = 1; RowD = 0;      //Test Row D

    if (C1 == 0) { delay(10000); while (C1==0); return 'C'; }
    if (C2 == 0) { delay(10000); while (C2==0); return '0'; }
    if (C3 == 0) { delay(10000); while (C3==0); return '='; }
    if (C4 == 0) { delay(10000); while (C4==0); return '+'; }
    return 'n';                  // Means no key has been pressed
```