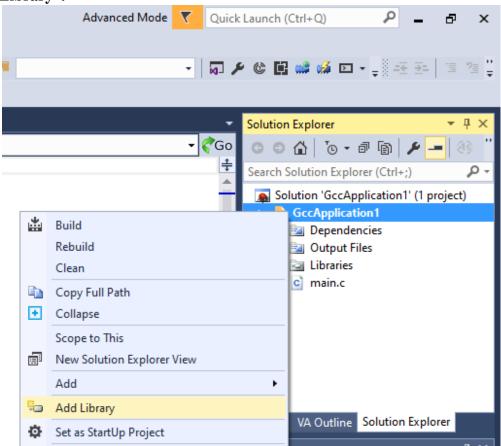
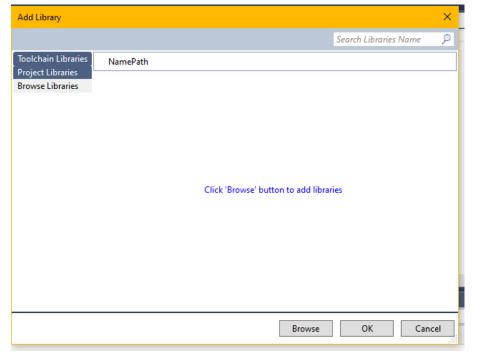
16x2 ALPHANUMERIC LCD DISPLAY

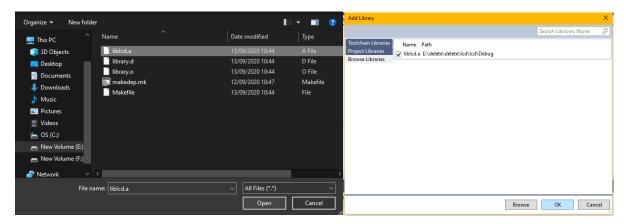
- 1) Download and extract the lcd library in a folder or inside a project folder
- 2) In the Solution explorer window, right click the project title and click "Add Library".



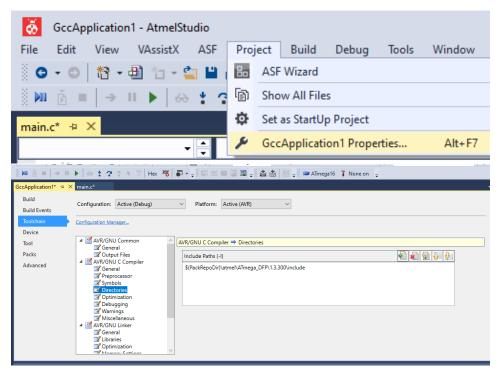
3) Click "Browse Libraries"

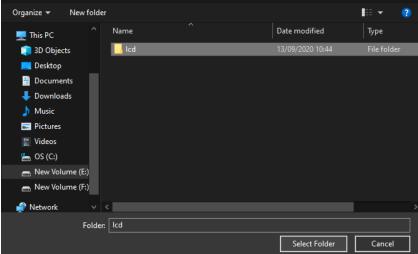


4) Go to lcd>lcd>Debug>liblcd.a and click "ok"



5)Go to Project properties and then **Toolchain>AVR/GNU C Compiler>Directories** and the extracted folder of the library and then save (ctrl+s)





6)Include the library in your project main file by the syntax #include<avr/io.h>

```
#include <avr/io.h>
#include "lcd.c"

int main(void)
{
    init_LCD();
    Go_to(1,5);
    LCD_write_string("Hello World!");
    /* Replace with y void LCD_write_string(unsigned char *str)
    while (1)
    {
```

HOW TO USE THE LIBRARY

Functions which can be used from this library are

1)**init_LCD()**;

This function is used to initialize the LCD. Before starting send data to lcd, don't to forget to use this command. Otherwise, You can't display anything.

2) LCD_write_string("string you want to display");

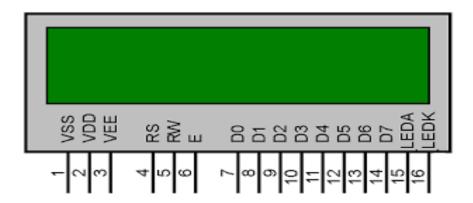
This function used to display the string of your choice. Use only string not other data types. If you want to use other data types, convert those data types in to a string using other functions like sprint, itoa, etc.

3) Go_to(int row, int col);

For example: $Go_to(1,5)$;

Above example can be used to place the cursor in the first row second column and then you can write the string from that section.

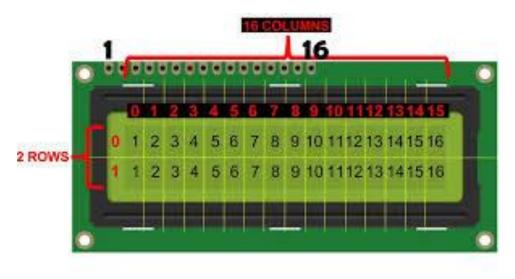
PIN DIAGRAM:



Below table can be used to connect the lcd pins to the atmega16 pins.

LCD PINS	ATMEGA16 PORTS
VSS	GND
VDD	+5V
VEE	CONTRAST ADJUST
RS	PC0
RW	PC1 or GND
EN	PC2
D0	PB0
D1	PB1
D2	PB2
D3	PB3
D4	PB4
D5	PB5
D6	PB6
D7	PB7
LEDA	LED +ve (remember to connect resistor)
LEDK	LED -ve

HOW TO IDENTIFY VALUE OF ROW AND COLUMN IN Go_to(row,col):



The above image can be used as a reference for the Go_to(row, col) function.

Row values = 1 or 2

Column values = 1 to 16

The below image can be used as a reference to adjust the contrast of the LCD display.

