

EXPERIMENT NO: 3

Roll No: 44569

Class: BE

Division: A

Date: / / 2024

TITLE: Interfacing of 16x2 LCD with Arduino Board for display of message or information.

AIM: Understand the connection and configuration of 16x2 LCD and its use in programming.

Task 1: Write a program to display name on first line and roll no. on second line of 16*2 LCD display.

Source Code:

```
# include <LiquidCrystal.h>
LiquidCrystal lcd(12,13,8,9,10,11)

void setup() {
  lcd.begin(16,2);
  lcd.clear();
  Serial.begin(9600);
  lcd.setCursor(5,0);
  lcd.print("Harshal");
  Serial.println("Harshal");
  lcd.setCursor(5,1);
  lcd.print("44569");
  Serial.println("44569")
}
void loop() {}
```

Output:

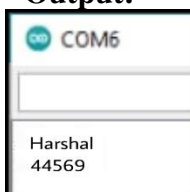


Fig 1 Serial Monitor Output



Fig 2 LCD Screen Output

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Observations:

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