Device:
16x2 LCD display

Library name:
lcd16x2.h
lcd16x2.c

Version:
1.0

Description:
This library allows you to use a 16x2 LCD display connected to FlyPort. You can send alphanumeric string or characters and clear the screen.
Include the file lcd16x2.h to use the functions.

Connections:

```
GND   1      | →   GND
      2      | →   +5V
      3      | →   Contrast Adjust with a trimmer 1K
RS    4      | →   p10
RW    5      | →   GND
EN    6      | →   p8
D4    11     | →   p20
D5    12     | →   p18
D6    13     | →   p14
D7    14     | →   p12
+LED  15     | →   +5V with a 1K resistor in series
-LED  16     | →   GND
```

Lib commands:

Command	Description
void LCDInit( )	This function initializes and resets the display.
void LCDXY(BYTE x, BYTE y)	This function puts the cursor to the display coordinates x:y : BYTE x - column BYTE y - line
void LCDPutc(BYTE c)	This function writes a single character on the display:

	BYTE c - single character
`void LCDPuts(char *string)`	This function writes a string on the display: char *string - string or array to be displayed