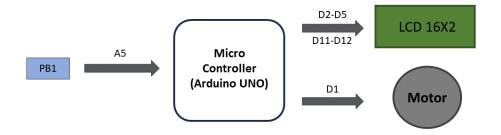
INTERFACING LCD AND MOTOR

Description: Interfacing a motor in Proteus involves emulating the connection between a microcontroller and a motor for simulation. By selecting the appropriate motor model and configuring the microcontroller's output pins, you can visualize how the motor responds to different control signals.

Block Diagram:



Inputs and Outputs:

Description	Name	Type	Data Direction	Specification	Remarks
Button Pin	PB1	INP	DI	Digital	Active High
LCD RST	RS	OUT	DO	Digital	Active High
LCD EN	EN	OUT	DO	Digital	Active High
LCD DATA PIN	D4	OUT	DO	Digital	Active High
LCD DATA PIN	D5	OUT	DO	Digital	Active High
LCD DATA PIN	D6	OUT	DO	Digital	Active High
LCD DATA PIN	D7	OUT	DO	Digital	Active High
MOTOR PIN	D1	OUT	DO	Digital	Active High
	Button Pin LCD RST LCD EN LCD DATA PIN LCD DATA PIN LCD DATA PIN LCD DATA PIN	Button Pin PB1 LCD RST RS LCD EN EN LCD DATA PIN D4 LCD DATA PIN D5 LCD DATA PIN D6 LCD DATA PIN D7	Button Pin PB1 INP LCD RST RS OUT LCD EN EN OUT LCD DATA PIN D4 OUT LCD DATA PIN D5 OUT LCD DATA PIN D6 OUT LCD DATA PIN D7 OUT	Button Pin PB1 INP DI LCD RST RS OUT DO LCD EN EN OUT DO LCD DATA PIN D4 OUT DO LCD DATA PIN D5 OUT DO LCD DATA PIN D6 OUT DO LCD DATA PIN D7 OUT DO	Button Pin PB1 INP DI Digital LCD RST RS OUT DO Digital LCD EN EN OUT DO Digital LCD DATA PIN D4 OUT DO Digital LCD DATA PIN D5 OUT DO Digital LCD DATA PIN D6 OUT DO Digital LCD DATA PIN D7 OUT DO Digital

Code:

```
#include <LiquidCrystal.h>
const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
void setup() {
 // set up the LCD's number of columns and rows:
 lcd.begin(16, 2);
 // Print a message to the LCD.
 lcd.print("nandini");
  lcd.setCursor(0, 1);
  lcd.print("SURE Trust G6");
  delay(2000);
}
void loop()
  lcd.clear();
  lcd.print("Embedded Systems");
 delay(500);
}
```

Schematic:

