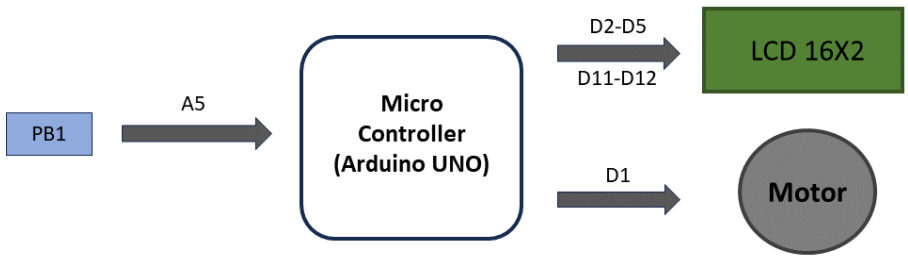
INTERFACING LCD AND MOTOR

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:

S.No	Description	Name	Type	Data Direction	Specification	Remarks
1	Button Pin	PB1	INP	DI	Digital	Active High
2	LCD RST	RS	OUT	DO	Digital	Active High
3	LCD EN	EN	OUT	DO	Digital	Active High
4	LCD DATA PIN	D4	OUT	DO	Digital	Active High
5	LCD DATA PIN	D5	OUT	DO	Digital	Active High
6	LCD DATA PIN	D6	OUT	DO	Digital	Active High
7	LCD DATA PIN	D7	OUT	DO	Digital	Active High
8	MOTOR PIN	D1	OUT	DO	Digital	Active High

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: