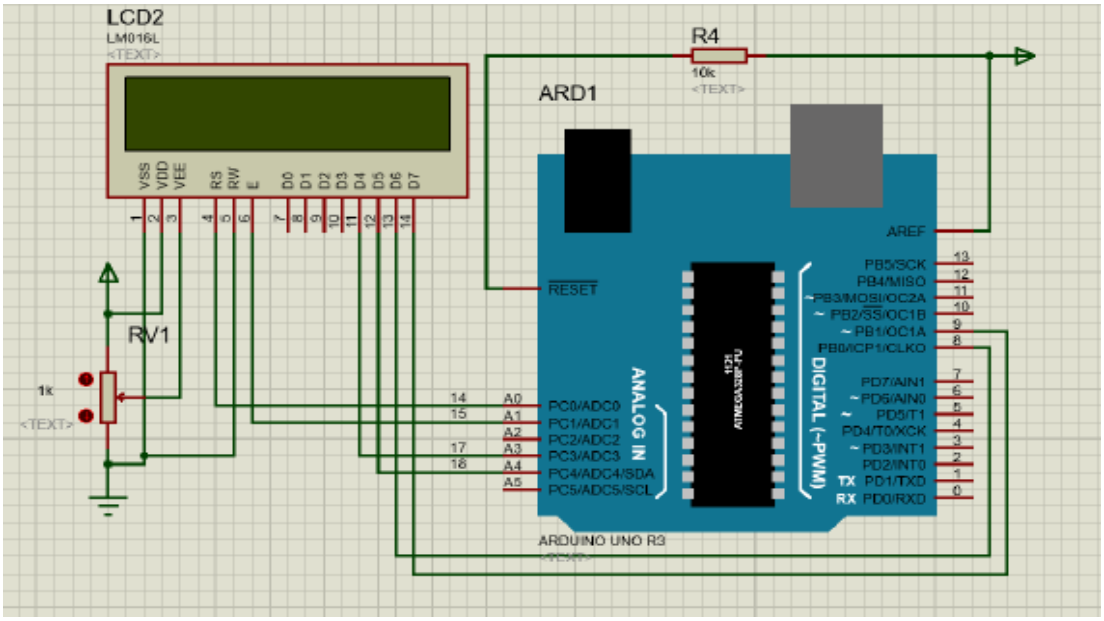
PROYECTO – DISPLAY DE CRISTAL LIQUIDO (LCD) 16 * 2
PRUEBAS CON EL LCD



Programa 01.

```
#include <LiquidCrystal.h>
//                  RS  E   D4  D5  D6 D7
LiquidCrystal lcd(14, 15, 17, 18, 8, 9);

void setup()
{
 lcd.begin(16, 2);  //Inicio el LCD

 lcd.clear();
 lcd.print("MI PRIMER  - MSG");
 delay (1000);
}
void loop()
{
   lcd.clear();
   lcd.setCursor(0, 0);lcd.print("PRIMERA - LINEA ");
   lcd.setCursor(0, 1);lcd.print("SEGUNDA - LINEA ");
   delay (1000);
}
```

Programa 02.

```
#include <LiquidCrystal.h>
//                  RS  E   D4  D5  D6 D7
LiquidCrystal lcd(14, 15, 17, 18, 8, 9);

void setup()
{
 lcd.begin(16, 2);  //Inicio el LCD
}

void loop()
{
   lcd.blink();
   lcd.clear();
   lcd.setCursor(0, 0);lcd.print("BLINK");
   lcd.setCursor(3, 1);
   delay (2000);
   lcd.noBlink();

   lcd.cursor();
   lcd.clear();
   lcd.setCursor(0, 0);lcd.print("CURSOR");
   lcd.setCursor(10, 0);
   delay (2000);
   lcd.noCursor();

   lcd.clear();
   lcd.setCursor(0, 0);lcd.print("DISPLAY");
   delay (500);
   lcd.noDisplay();
   delay (2000);
   lcd.display();
   delay (1000);
}
```

Programa 03.

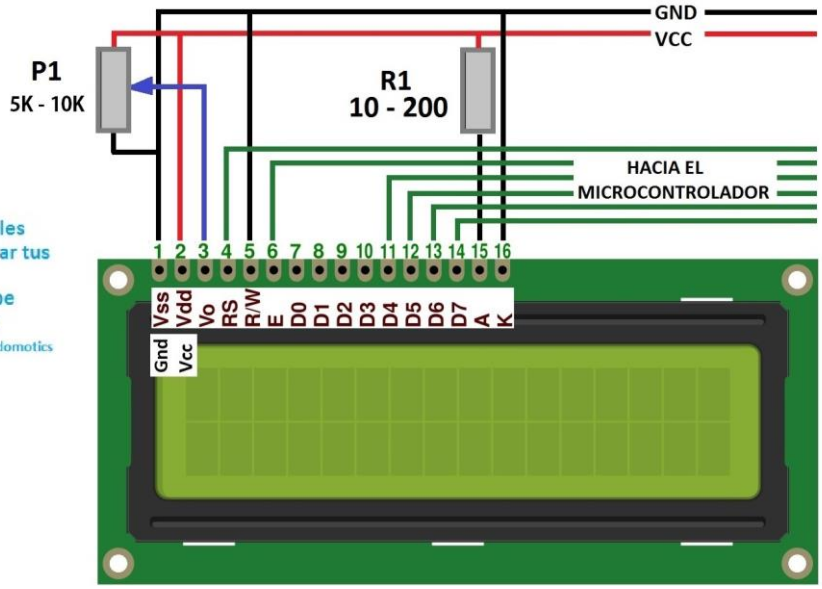
```
#include <LiquidCrystal.h>

//                  RS  E   D4  D5  D6 D7
LiquidCrystal lcd(14, 15, 17, 18, 8, 9);
byte Pakman_1[8] = {
B01110,
B10101,
B10010,
B10100,
B10010,
B10001,
B01110,
```

```
B00000
};
byte Pakman_2[8] = {
B01110,
B10101,
B10011,
B10100,
B10011,
B10001,
B01110,
B00000
};
byte Fantasma[8] = {
B01110,
B10001,
B11011,
B10001,
B10001,
B10101,
B10001,
B00000
};
void setup()
{
 lcd.begin(16, 2);
 //MAXIMO 7 CARACTERES ESPECIALES
 lcd.createChar(0, Pakman_1);
 lcd.createChar(1, Pakman_2);
 lcd.createChar(2, Fantasma);
}
void loop()
{
   lcd.clear();
   lcd.setCursor(0, 0); lcd.write(byte(0));
   lcd.setCursor(1, 0); lcd.write(byte(1));
   lcd.setCursor(2, 1); lcd.write(byte(2));
   delay(300);
}
```

Programa 04.

```
#include <LiquidCrystal.h>
//                  RS  E   D4  D5  D6 D7
LiquidCrystal lcd(14, 15, 17, 18, 8, 9);
byte Pakman_1[8] = {
B01110,
B10101,
B10010,
B10100,
B10010,
B10001,
B01110,
B00000
};
byte Pakman_2[8] = {
B01110,
B10101,
B10011,
B10100,
B10011,
B10001,
B01110,
B00000
};
byte Fantasma[8] = {
B01110,
B10001,
B11011,
B10001,
B10001,
B10101,
B10001,
B00000
};
void setup()
{
 lcd.begin(16, 2);
 //MAXIMO 7 CARACTERES ESPECIALES
 lcd.createChar(0, Pakman_1);
 lcd.createChar(1, Pakman_2);
 lcd.createChar(2, Fantasma);
}
void loop()
{
   int Select = 0;
   lcd.clear();
   for (byte i=0; i<17; i++)
   {
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print(" P A C K M A N ");
    if (Select==0)
    {
    lcd.setCursor(i, 1); lcd.write(byte(0));
    lcd.print(" ");lcd.write(byte(2));
    }
    if (Select==1)
    {
    lcd.setCursor(i, 1); lcd.write(byte(1));
    lcd.print(" ");lcd.write(byte(2));
    }
    Select++;
    if (Select>=2){Select=0;}
    delay(400);
   }
}
```



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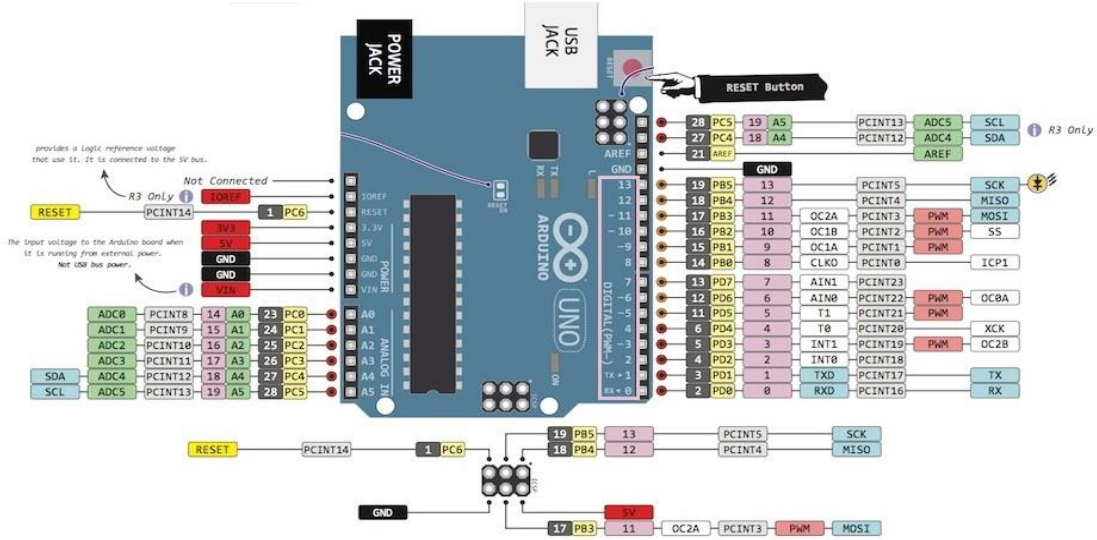

FIL \ COL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1																

lcd.setCursor(COL, FIL)

lcd.setCursor(0, 0)
lcd.setCursor(15, 1)

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```
byte Pakman_1[8] = {
B01110,
B10101,
B10010,
B10100,
B10010,
B10001,
B01110,
B00000
};
```