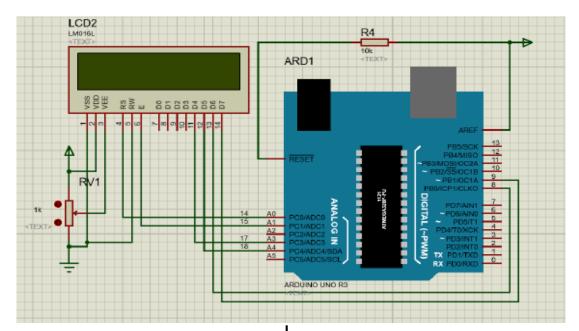
PROYECTO – DISPLAY DE CRISTAL LIQUIDO (LCD) 16 * 2 PRUEBAS CON EL LCD



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,

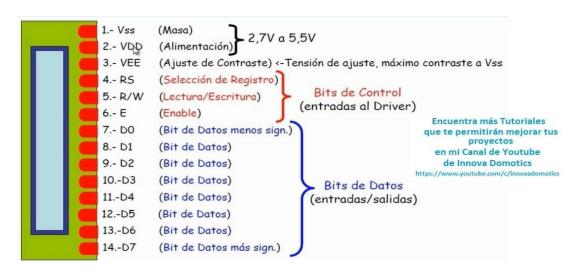
B10010,

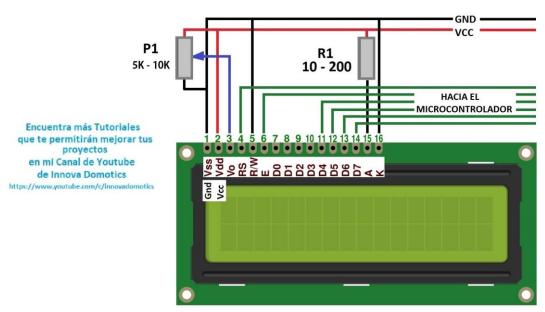
B10001,

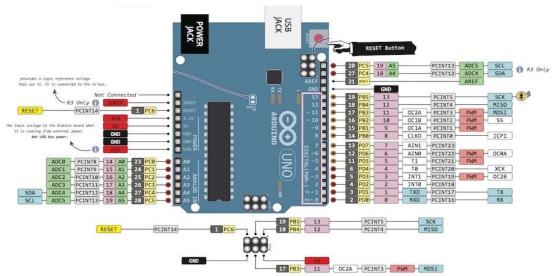
B10001,

B01110,
```

}; byte Pakman_2[8] = { B10011, B10101, B10101, B10011, B10001, B10001, B10001, B10001, B10001, B10001, B10000 B1110, B00000 B01110, B10001,	
B01110, B10100, B10101, B10001, B10100, B10001, B10011, B00000 B10001, B00000 B10001, Byte Fantasma[8] = { B00000 B01110, B10001, B10001, B01110, B10001, B10001, B10001, B10011, B10001, B10011, B10001, B10001, B10001, B10001, B10001,	
B10101, B10001, B10011, B10001, B10011, B00000 B10001, B00000 B10001, Byte Fantasma[8] = { B00000 B01110, B00000, B10001, B10011, B10001, B10001, B10001, B10011, B10001, B10011, B10001, B10001, B10001, B10001, B10001,	
B10011, B10001, B10110, B00000 B10001, B00000 B10110, byte Fantasma[8] = { B00000 B01110, B; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B1001, B10001, B1001, B10001,	
B10100, B01110, B10001, B00000 B10001, }; B01110, byte Fantasma[8] = { B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B10011, B10001, B10001, B10001,	
B10011, B00000 B10001, }; B01110, byte Fantasma[8] = { B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B10011, B10001, B10001, B10001,	
B10011, B00000 B10001, }; B01110, byte Fantasma[8] = { B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B10011, B10001, B10001, B10001,	
B10001, }; B01110, byte Fantasma[8] = { B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B11011, B10101, B10001, B10001,	
B01110, byte Fantasma[8] = { B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B11011, B10101, B10001, B10001,	
B00000 B01110, }; B10001, byte Fantasma[8] = { B11011, B01110, B10001, B10001, B10001, B11011, B10101, B10001, B10001,	
}; byte Fantasma[8] = { B01110, B10001, B10001, B10001, B10001, B10001, B10001, B10001,	
byte Fantasma[8] = { B01110, B10001, B10001, B10001, B10001, B10001,	
B01110, B10001, B10001, B10001, B11011, B10101, B10001, B10001,	
B10001, B10001, B11011, B10101, B10001, B10001,	
B11011, B10001, B10001,	
B10001, B10001,	
B10101, };	
B10001, void setup()	
800000 {	
}; lcd.begin(16, 2); // taykno 7 con 277775 5875011	
void setup() //MAXIMO 7 CARACTERES ESPECIALE	:5
{ lcd.createChar(0, Pakman_1);	
lcd.begin(16, 2); lcd.createChar(1, Pakman_2);	
//MAXIMO 7 CARACTERES ESPECIALES lcd.createChar(2, Fantasma);	
<pre>lcd.createChar(0, Pakman_1); }</pre>	
lcd.createChar(1, Pakman_2); void loop()	
lcd.createChar(2, Fantasma); {	
int Select = 0;	
void loop() lcd.clear();	
for (byte i=0; i<17; i++)	
lcd.clear(); {	
lcd.setCursor(0, 0); lcd.write(byte(0)); lcd.clear();	
lcd.setCursor(1, 0); lcd.write(byte(1)); lcd.setCursor(0, 0);	
lcd.setCursor(2, 1); lcd.write(byte(2)); lcd.print(" P A C K M A N ");	
delay(300); if (Select==0)	
}	
Programa 04. lcd.setCursor(i, 1); lcd.write(byte(C));
#include <liquidcrystal.h> lcd.print(" ");lcd.write(byte(2));</liquidcrystal.h>	
// RS E D4 D5 D6 D7 }	
LiquidCrystal lcd(14, 15, 17, 18, 8, 9); if (Select==1)	
byte Pakman_1[8] = {	
	.));
B01110, lcd.setCursor(i, 1); lcd.write(byte(1	
B01110, lcd.setCursor(i, 1); lcd.write(byte(1)) B10101, lcd.print(" ");lcd.write(byte(2));	
led print/" "\\led urito/b\to/2\\\	
B10101,	
B10101, B10010, B10010, B10010, B10010,	
B10101, B10010, B10010, B10010, B10100, B10010, B10010	
B10101,	
B10101, B10010, B10010, B10010, B10010, B10010, B10001, B10001	
B10101, B10010, B10010, B10100, B10010, B10010, B10010, B10001, B10001	







FIL	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)

Encuentra más Tutoriales que te permitirán mejorar tus proyectos en mi Canal de Youtube de Innova Domotics

https://www.youtube.com/c/innovadomotics

```
byte Pakman_1[8] = {
B01110,
B10101,
B10010,
B10010,
B10010,
B10001,
B01110,
B000000
};
```



