

printing sum of two numbers on LCD

kanekal kousar

September 5, 2022

1 Abstract

-Through this manual, we learn how to display sum of two numbers on LCD

Problem 5

-Connect the arduino to the computer so that it is powered.

2 components

components	values	quantity
Resistor	220ohm	1
Arduino	UNO	1
LCD	16x2	1
bread board	-	1
jump wires	-	20

TABLE I

TABLE II :Arduino to LCD connections

Arduino pins	LCD pins	LCD pin label	LCD pin Description
GND	1	GND	
5V	2	Vcc	
GND	3	Vee	Contrast
D12	4	RS	Register Select
GND	5	R/W	read/write
D11	6	EN	Enable
D5	11	DB4	Serial connection
D4	12	DB5	Serial connection
D3	13	DB6	Serial connection
D2	14	DB7	Serial connection
5V	15	LED+	Backlight
GND	16	LED-	Backlight

problem 1

-Connect the 5V pin of the Arduino to an extreme pin of the Breadboard Let this pin be V cc .

problem 2

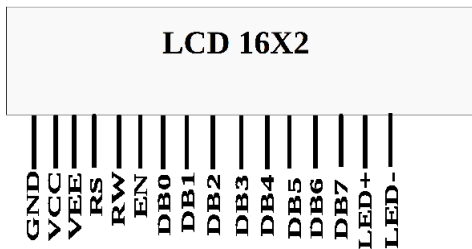
-Connect the GND pin of the Arduino to the opposite extreme pin of the Breadboard.

Problem 3

-plug the LCD in fig.7 to breadboard

Problem 4

-Connect the 220Ohm resistance from Vcc to pin 15 (Led+) of the LCD.



```

    lcd.print("the sum is");
    lcd.setCursor(1,7);
    lcd.print(sum);
  }
  void loop(){

  }

```

problem 6

-make the Arduino to LCD pin connections as show in table II

Result

-on LCD display you will get the sum of numbers you entered in serial monitor

problem 7

-Open the Arduino IDE and type the following code.Open the serial monitor to enter the inputs

```

#include <LiquidCrystal.h>
LiquidCrystal lcd(12,11,5,4,3,2);//arduino pins connected to LCD
int n1,n2;      //initializing input variables
int sum;        //initializing sum variable
void setup()
{
  lcd.begin(16, 2);
  lcd.setCursor(0, 0);

  Serial.begin(9600);

  //diplaying in serial monitor
  Serial.println("Enter two numbers:");
  while (Serial.available() == 0) {}
  //taking first input through serial monitor
  n1= Serial.parseInt();

  //taking second input through serial monitor
  while (Serial.available() == 0) {}
  n2 = Serial.parseInt();

  //required sum
  sum=n1+n2;

  //printing on LCD

```