**Microcontroller and LCD Interfacing**

The LCD requires 3 control lines (RS, R/W & EN) & 8 (or 4) data lines. The number on data lines depends on the mode of operation. If operated in 8-bit mode then 8 data lines + 3 control lines i.e. total 11 lines are required. And if operated in 4-bit mode then 4 data lines + 3 control lines i.e. 7 lines are required. How do we decide which mode to use? It‘s simple if you have sufficient data lines you can go for 8 bit mode & if there is a time constrain i.e. display should be faster then we have to use 8-bit mode because basically 4-bit mode takes twice as more time as compared to 8-bit mode.

When *RS* is low (0), the data is to be treated as a command. When RS is high (1), the data being sent is considered as text data which should be displayed on the screen.

When *R/W* is low (0), the information on the data bus is being written to the LCD. When RW is high (1), the program is effectively reading from the LCD. Most of the times there is no need to read from the LCD so this line can directly be connected to Gnd thus saving one controller line.

The *ENABLE* pin is used to latch the data present on the data pins. A HIGH - LOW signal is required to latch the data. The LCD interprets and executes our command at the instant the EN line is brought low. If you never bring EN low, your instruction will never be executed.

For Contrast setting a 10K pot should be used as shown in the figure.

Display Data Ram (DDRAM) stores the display data. So when we have to display a character on LCD we basically write it into DDRAM. For a 2x16 LCD the DDRAM address for first line is from 80h to 8fh & for second line is 0c0h to 0cfh. So if we want to display 'H' on the 7th postion of the first line then we will write it at location 87h.

