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#include <mega64.h>

// Alphanumeric LCD functions
#include <alcd.h>

#ifndef RXB8
#define RXB8 1
#endif

#ifndef TXB8
#define TXB8 0
#endif

#ifndef UPE
#define UPE 2
#endif

#ifndef DOR
#define DOR 3
#endif

#ifndef FE
#define FE 4
#endif

#ifndef UDRE
#define UDRE 5
#endif

#ifndef RXC
#define RXC 7
#endif

#define FRAMING_ERROR (1<<FE)
#define PARITY_ERROR (1<<UPE)
#define DATA_OVERRUN (1<<DOR)
#define DATA_REGISTER_EMPTY (1<<UDRE)
#define RX_COMPLETE (1<<RXC)

// Get a character from the USART1 Receiver
#pragma used+
char getchrl(void)
{
    char status,data;
    while (1)
    {
        while (((status=UCSR1A) & RX_COMPLETE)==0);
        data=UDR1;
        if ((status & (FRAMING_ERROR | PARITY_ERROR | DATA_OVERRUN))==0)
            return data;
    }
}
#pragma used-

// Write a character to the USART1 Transmitter
#pragma used+
void putcharl(char c)
{
    while ((UCSR1A & DATA_REGISTER_EMPTY)==0);
    UDR1=c;
}
#pragma used-

```

```

void uartInit()
{
// USART1 initialization
// Communication Parameters: 8 Data, 1 Stop, No Parity
// USART1 Receiver: On
// USART1 Transmitter: On
// USART1 Mode: Asynchronous
// USART1 Baud Rate: 9600
UCSR1A=0x00;
UCSR1B=0x18;
UCSR1C=0x06;
UBRR1H=0x00;
UBRR1L=0x33;
}

void gpioInit()
{
// Input/Output Ports initialization
// Port A initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTA=0x00;
DDRA=0x00;

// Port B initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTB=0x00;
DDRB=0x00;

// Port C initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTC=0x00;
DDRC=0x00;

// Port D initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTD=0x00;
DDRD=0x00;

// Port E initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTE=0x00;
DDRE=0x00;

// Port F initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T
PORTF=0x00;
DDRF=0x00;

// Port G initialization
// Func4=In Func3=In Func2=In Func1=In Func0=In
// State4=T State3=T State2=T State1=T State0=T
PORTG=0x00;
DDRG=0x00;
}

// Declare your global variables here

```

```
void main(void)
{
    // Declare your local variables here
    int i=0;
    char InputChar;

    gpioInit();
    uartInit();

    // Alphanumeric LCD initialization
    // Connections are specified in the
    // Project|Configure|C Compiler|Libraries|Alphanumeric LCD menu:
    // RS - PORTC Bit 0
    // RD - PORTC Bit 1
    // EN - PORTC Bit 2
    // D4 - PORTC Bit 4
    // D5 - PORTC Bit 5
    // D6 - PORTC Bit 6
    // D7 - PORTC Bit 7
    // Characters/line: 20
    lcd_init(20);

    while (1)
    {

        for(i = 0; i < 80 ; i++){
            InputChar = getchar1();
            lcd_gotoxy(i % 20, (i / 20) % 4);
            lcd_putchar( InputChar );
        }
    }
}
```