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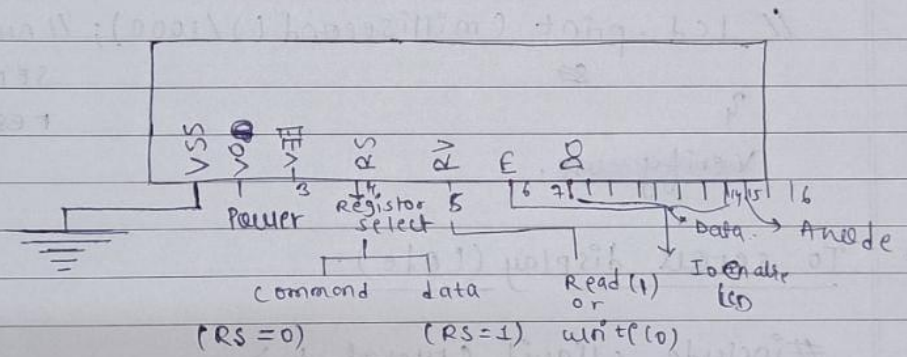
PRN - 2020BTECS00037

Experiment no. 7

→ **Aim** : LCD interfacing with Arduino.

- **LCD module**
  16 columns & 2 rows (i.e 16 x 2 size).
  (Data sheet required) operating range (4.7 - 5.3).
  LCD each character is in 5 x 8 pixels.
  (eg:- 4 bit or 8 bit mode).

- **LCD Pinout**



Display t. Text "Hello World" on LCD (4 bit)
RS = 12, RW = ground, E = 11,
D4 ⟹ 5 to D7 ⟶ 2.

classmate
Date
Page

code

```
#include <liquid crystal.h>

liquid crystal LCD (12, 11, 5, 4, 3, 2)
 void setup () {
    lcd. begin (16, 12); // set LCD No. of c & R.
    lcd. print ("Hello, world"); (Print msg)
 }

void loop () {
   // set cursor to column '0'; line 1
  // (note: line 1 is 2nd row, because
                counting begins at 0)
   Lcd.set cursor (0.1);
  // lcd . print (millisecond ()/1000); // number
                                          sec because
   }                                      reset.
```

verify use.

- To scroll display (code).

```
#include <liquid crystal . h >
liquid crystal LCD (12, 11, 5, 4, 3, 2);
    void setup () {
     lcd begin (16, 2);
      lcd. print ("16 x 2 LCD module & ARDUINO UNO");
```

```
Void loop()
 {
    for (pos = 0; pos< 2; pos++
      {
        lcd.scroll Display left (); //scroll display
       left
        }
   delay (500);
    }
```