

# Chapter 1 LCD1602

In this chapter, we will learn about the LCD1602 Display Screen.

## Project 1.1 LCD1602

In this section we learn how to use lcd1602 to display something.

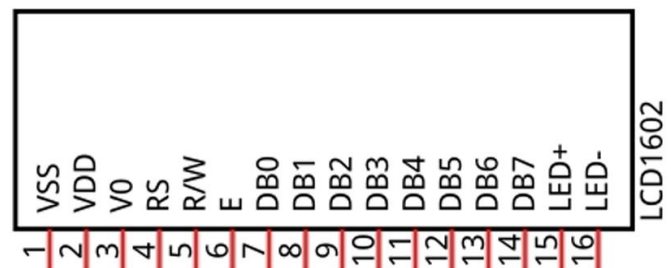
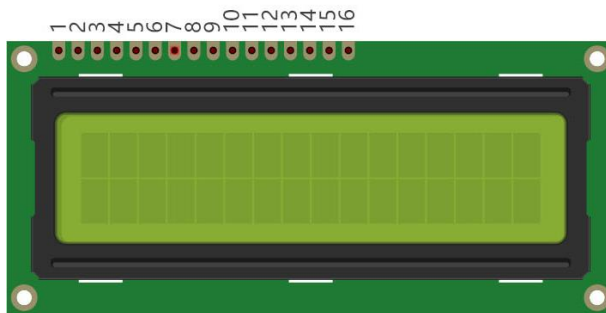
## Component knowledge

### I2C communication

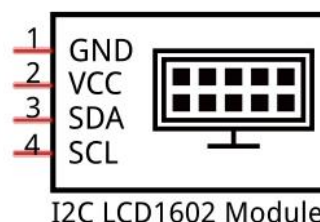
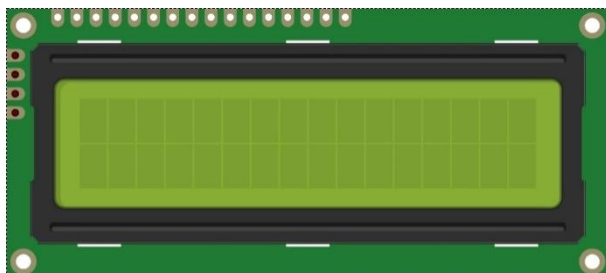
I2C (Inter-Integrated Circuit) is a two-wire serial communication mode, which can be used for the connection of micro controllers and their peripheral equipment. Devices using I2C communication must be connected to the serial data (SDA) line, and serial clock (SCL) line (called I2C bus). Each device has a unique address and can be used as a transmitter or receiver to communicate with devices connected to the bus.

### LCD1602 communication

The LCD1602 Display Screen can display 2 lines of characters in 16 columns. It is capable of displaying numbers, letters, symbols, ASCII code and so on. As shown below is a monochrome LCD1602 Display Screen along with its circuit pin diagram.

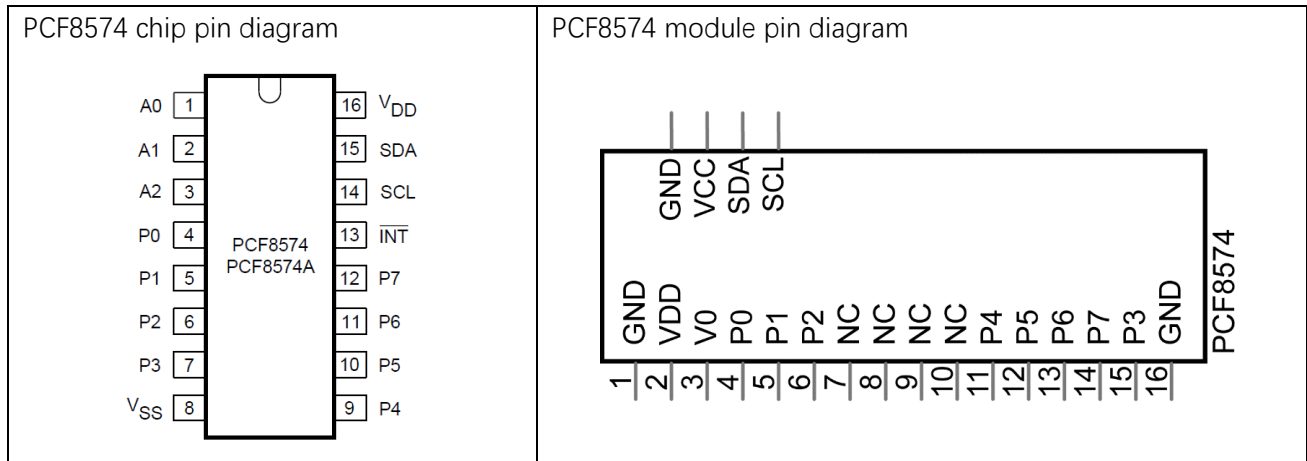


I2C LCD1602 Display Screen integrates an I2C interface, which connects the serial-input & parallel-output module to the LCD1602 Display Screen. This allows us to use only 4 lines to operate the LCD1602.

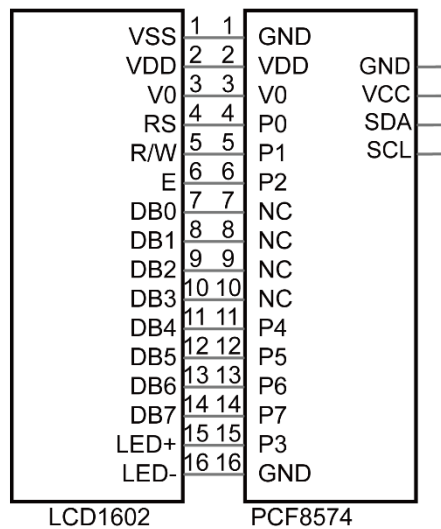


The serial-to-parallel IC chip used in this module is PCF8574T (PCF8574AT), and its default I2C address is 0x27(0x3F).

Below is the PCF8574 pin schematic diagram and the block pin diagram:



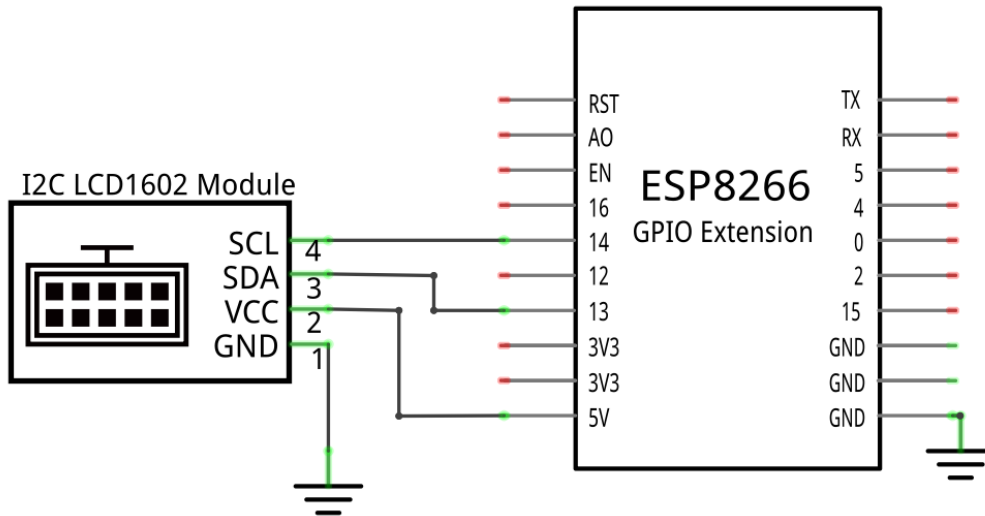
PCF8574 module pin and LCD1602 pin are corresponding to each other and connected with each other:



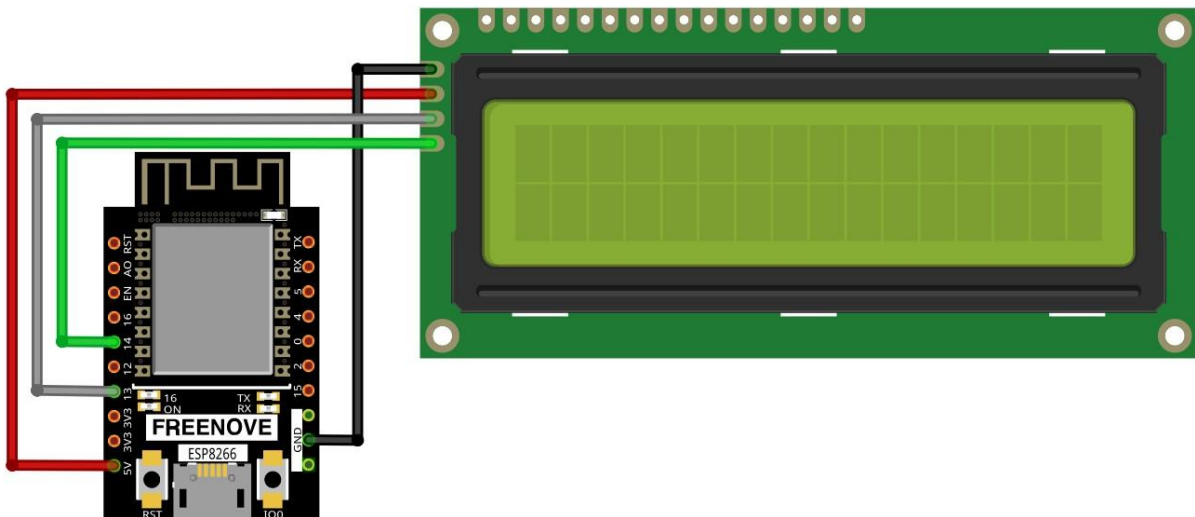
So we only need 4 pins to control the 16 pins of the LCD1602 Display Screen through the I2C interface. In this project, we will use the I2C LCD1602 to display some static characters and dynamic variables.

## Circuit

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: [support@freenove.com](mailto:support@freenove.com)



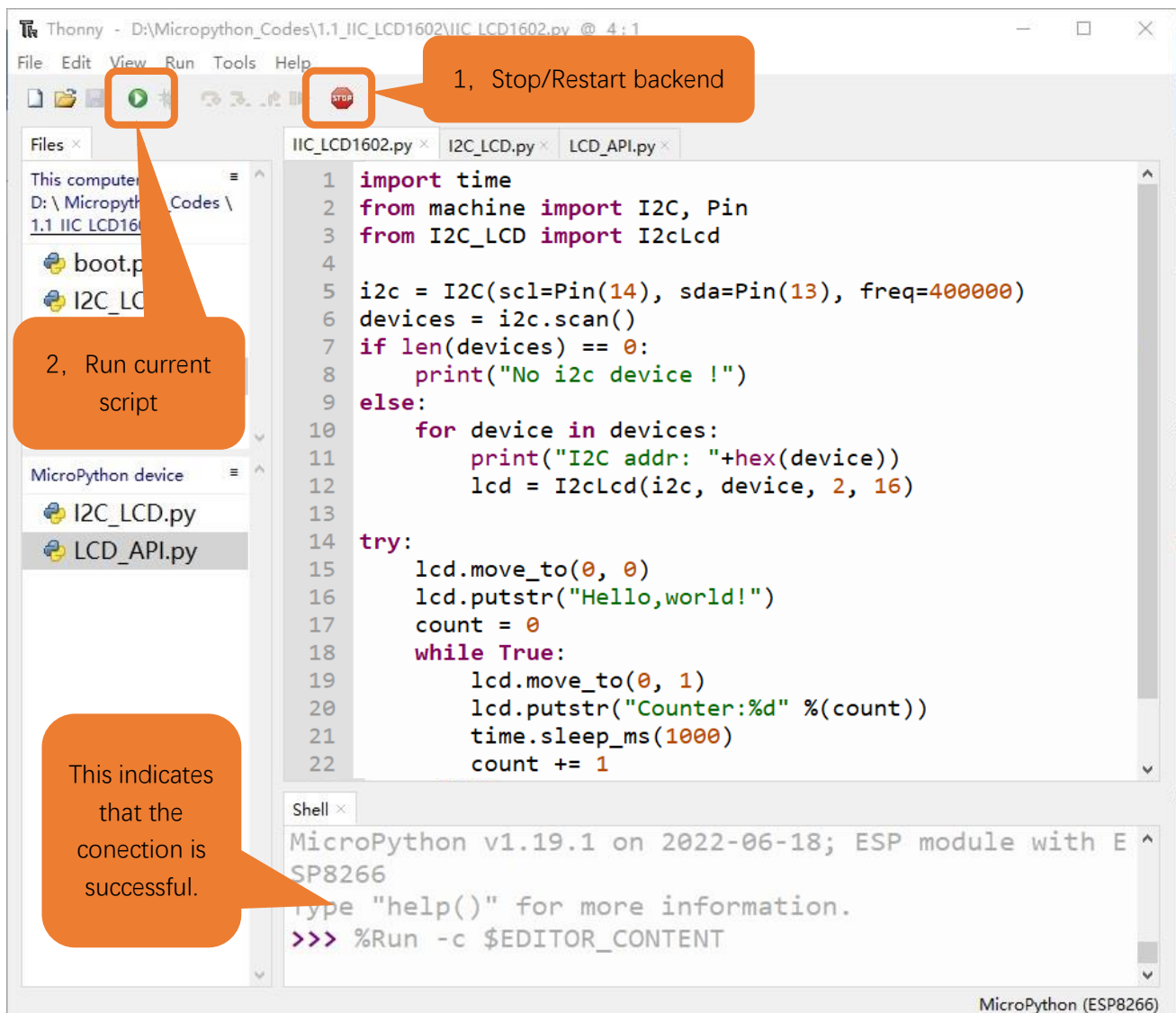
## Code

Move the program folder

"Freenove\_LCD\_Module/Freenove\_LCD\_Module\_for\_ESP8266/Python/Python\_Codes" to disk(D) in advance with the path of "D:/Micropython\_Codes".

Open "Thonny", click "This computer" → "D:" → "Micropython\_Codes" → "1.1\_I2C\_LCD1602". Select "I2C\_LCD.py" and "LCD\_API.py", right click your mouse to select "Upload to /", wait for "I2C\_LCD.py" and "LCD\_API.py" to be uploaded to ESP8266 and then double click "I2C\_LCD1602.py".

### 1.1\_I2C\_LCD1602



Click "Run current script" and LCD1602 displays some characters.



So far, at this writing, we have two types of LCD1602 on sale. One needs to adjust the backlight, and the other does not.

The LCD1602 that does not need to adjust the backlight is shown in the figure below.



If the LCD1602 you received is the following one, and you cannot see anything on the display or the display is not clear, try rotating the white knob on back of LCD1602 slowly, which adjusts the contrast, until the screen can display clearly.



**Note:**

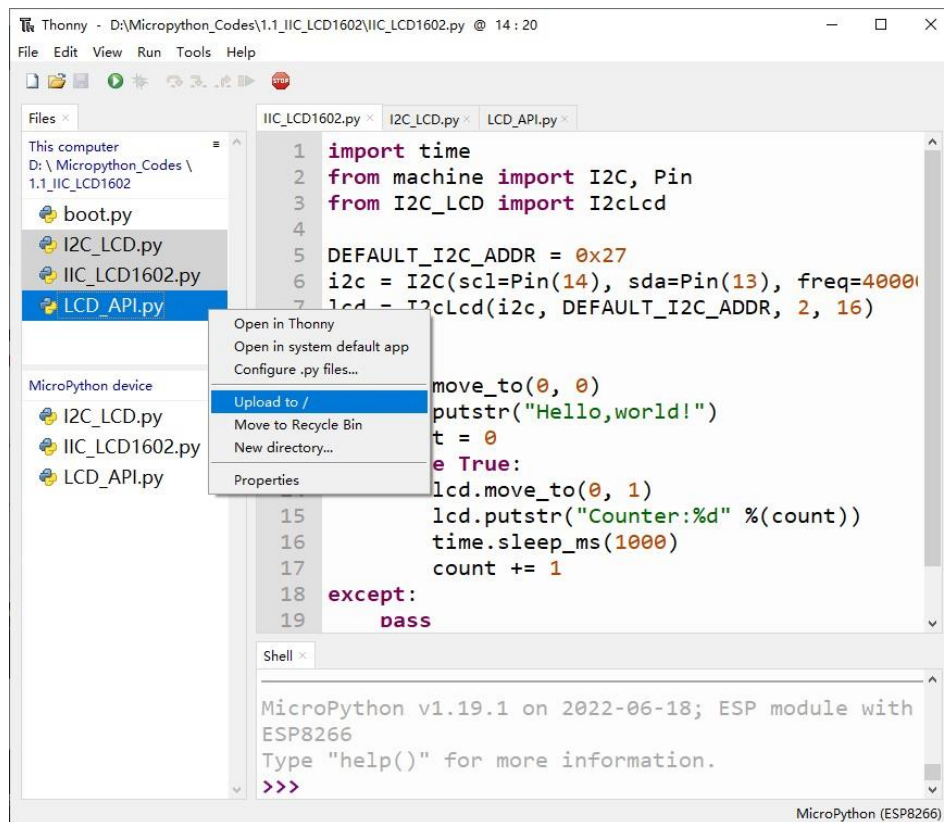
This is the code [running online](#). If you disconnect USB cable and repower ESP8266 or press its reset key, LED stops blinking and the following messages will be displayed in Thonny.

```
>>>
Connection lost (GetOverlappedResult failed (PermissionError(13, 'Access is de
nied.', None, 5)))

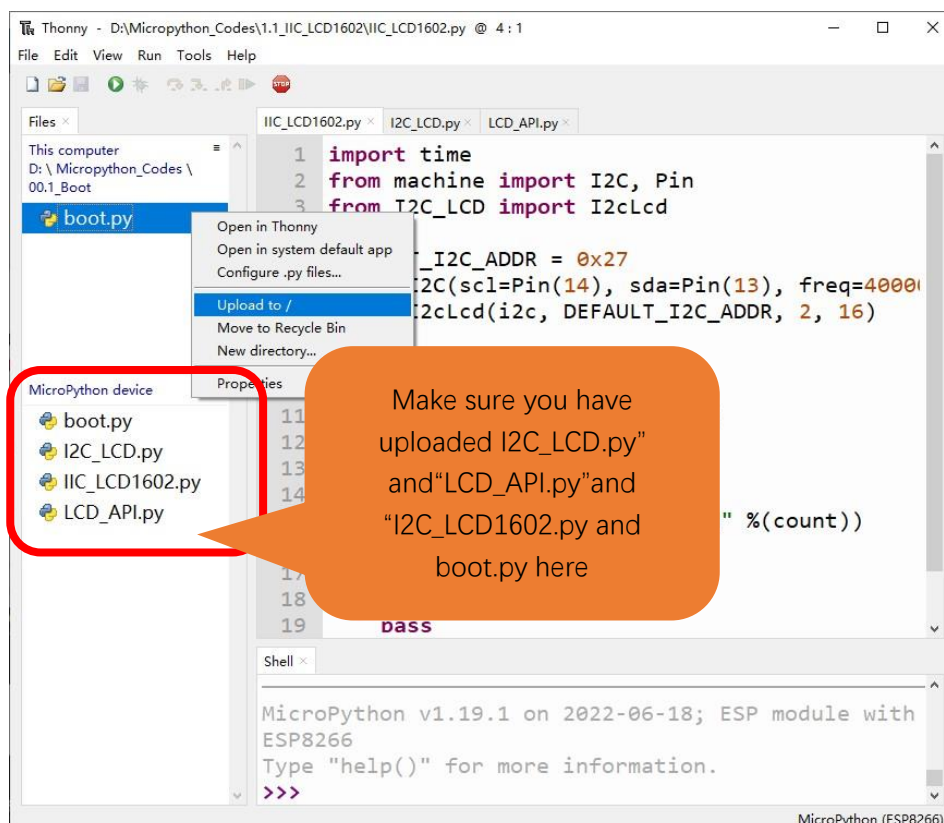
Use Stop/Restart to reconnect.
```

### Uploading code to ESP8288

As shown in the following illustration, Select "I2C\_LCD.py" and "LCD\_API.py" and "I2C\_LCD1602.py", right click your mouse to select "Upload to /" to upload code to ESP8266.



Upload boot.py in the same way.

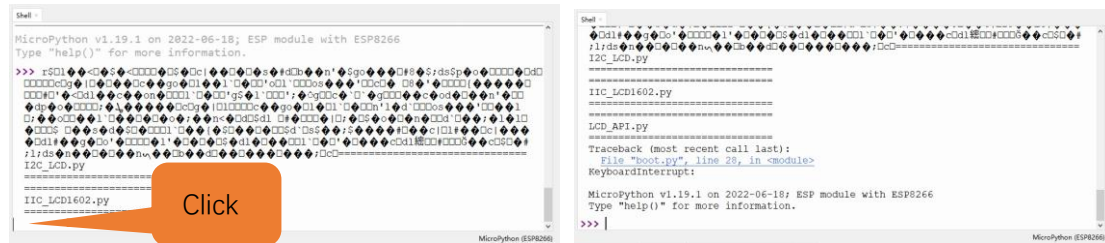


Press the reset key of ESP8266 and you can see LCD1602 displays some characters.



Note:

Codes here is run offline. If you want to stop running offline and enter Shell, You need to use the mouse to click on the Shell, Pressing the keyboard keys "CTRL" and "C" at the same time.



If you have any concerns, please contact us via: [support@freenove.com](mailto:support@freenove.com)



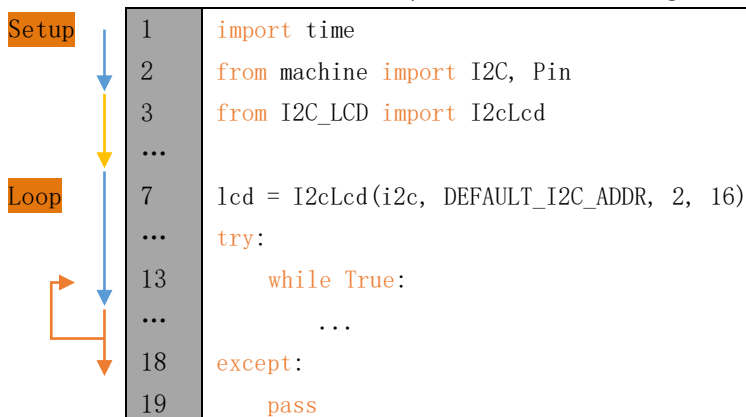
The following is the program code:

```

1  import time
2  from machine import I2C, Pin
3  from I2C_LCD import I2cLcd
4
5  i2c = I2C(scl=Pin(14), sda=Pin(13), freq=400000)
6  devices = i2c.scan()
7  if len(devices) == 0:
8      print("No i2c device !")
9  else:
10     for device in devices:
11         print("I2C addr: "+hex(device))
12         lcd = I2cLcd(i2c, device, 2, 16)
13
14     try:
15         lcd.move_to(0, 0)
16         lcd.putstr("Hello,world!")
17         count = 0
18         while True:
19             lcd.move_to(0, 1)
20             lcd.putstr("Counter:%d" %(count))
21             time.sleep_ms(1000)
22             count += 1
23     except:
24         pass

```

Each time a new file is opened, the program will be executed from top to bottom. When encountering a loop construction, it will execute the loop statement according to the loop condition.



```

1  import time
2  from machine import I2C, Pin
3  from I2C_LCD import I2cLcd
...
7  lcd = I2cLcd(i2c, DEFAULT_I2C_ADDR, 2, 16)
...
13     while True:
...         ...
18     except:
19         pass

```

Import time, I2C and I2C\_LCD modules.

```

1  import time
2  from machine import I2C, Pin
3  from I2C_LCD import I2cLcd

```

Instantiate the I2C LCD1602 screen. It should be noted here that if your LCD driver chip uses PCF8574T, set



the I2C address to 0x27, and if uses PCF8574AT, set the I2C address to 0x3F.

```
5  DEFAULT_I2C_ADDR = 0x27
```

Instantiate the I2C LCD1602 screen. It should be noted here that if your LCD driver chip uses PCF8574T, set the I2C address to 0x27, and if uses PCF8574AT, set the I2C address to 0x3F.

```
5  i2c = I2C(scl=Pin(14), sda=Pin(13), freq=400000)
6  devices = i2c.scan()
7  if len(devices) == 0:
8      print("No i2c device !")
9  else:
10     for device in devices:
11         print("I2C addr: "+hex(device))
12         lcd = I2cLcd(i2c, device, 2, 16)
```

Initialize I2C pins and associate them with I2CLCD module, and then set the number of rows and columns for LCD1602.

```
5  i2c = I2C(scl=Pin(14), sda=Pin(13), freq=400000)
...
12     lcd = I2cLcd(i2c, device, 2, 16)
```

Move the cursor of LCD1602 to the first row, first column, and print out "Hello, world!"

```
10     lcd.move_to(0, 0)
11     lcd.putstr("Hello,world!")
```

The second line of LCD1602 continuously prints the number of seconds after the ESP8266 program runs.

```
13     while True:
14         lcd.move_to(0, 1)
15         lcd.putstr("Counter:%d" %(count))
16         time.sleep_ms(1000)
17         count += 1
```

Execute codes in a while loop.

```
13     while True:
...         ...
```

Put statements that may cause an error in "try" block and the executing statements when an error occurs in "except" block. In general, when the program executes statements, it will execute those in "try" block. However, when an error occurs to ESP8266 due to some interference or other reasons, it will execute statements in "except" block.

"Pass" is an empty statement. When it is executed, nothing happens. It is useful as a placeholder to make the structure of a program look better.

```
9  try:
...     ...
18  except:
19      pass
```

MicroPython uses indentations to distinguish different blocks of code instead of braces. The number of indentations is changeable, but it must be consistent throughout one block. If the indentation of the same code block is inconsistent, it will cause errors when the program runs.

```
13     while True:
```

```

14     lcd.move_to(0, 1)
15     lcd.putstr("Counter:%d" %(count))
16     time.sleep_ms(1000)
17     count += 1

```

### How to import python files

Whether to import the built-in python module or to import that written by users, the command "import" is needed.

If you import the module directly you should indicate the module to which the function or attribute belongs when using the function or attribute (constant, variable) in the module. The format should be: <module name>.<function or attribute>, otherwise an error will occur.

```

import random

num = random.randint(1, 100)
print(num)

```

If you only want to import a certain function or attribute in the module, use the from...import statement. The format is as follows

```

from random import randint
num = randint(1, 100)
print(num)

```

When using "from...import" statement to import function, to avoid conflicts and for easy understanding, you can use "as" statement to rename the imported function, as follows

```

from random import randint as rand
num = rand(1, 100)
print(num)

```

### Reference

#### Class I2cLcd

Before each use of the object **I2cLcd**, please make sure that **I2C\_LCD.py** and **LCD\_API.py** have been uploaded to "/" of ESP8266, and then add the statement "**from I2C\_LCD import I2cLcd**" to the top of the python file.

**clear()**: Clear the LCD1602 screen display.

**show\_cursor()**: Show the cursor of LCD1602.

**hide\_cursor()**: Hide the cursor of LCD1602.

**blink\_cursor\_on()**: Turn on cursor blinking.

**blink\_cursor\_off()**: Turn off cursor blinking.

**display\_on()**: Turn on the display function of LCD1602.

**display\_off()**: Turn on the display function of LCD1602.

**backlight\_on()**: Turn on the backlight of LCD1602.

**backlight\_off()**: Turn on the backlight of LCD1602.

**move\_to(cursor\_x, cursor\_y)**: Move the cursor to a specified position.

**cursor\_x**: Column cursor\_x

**cursor\_y**: Row cursor\_y

**putchar(char)**: Print the character in the bracket on LCD1602

**putstr(string)**: Print the string in the bracket on LCD1602.

## Chapter 2 LCD2004

In the previous chapter, we studied the LCD1602 display. In order to display more content, In this chapter, we will learn about the LCD2004 Display Screen.

### Project 1.1 LCD2004

In this section we learn how to use lcd2004 to display something.

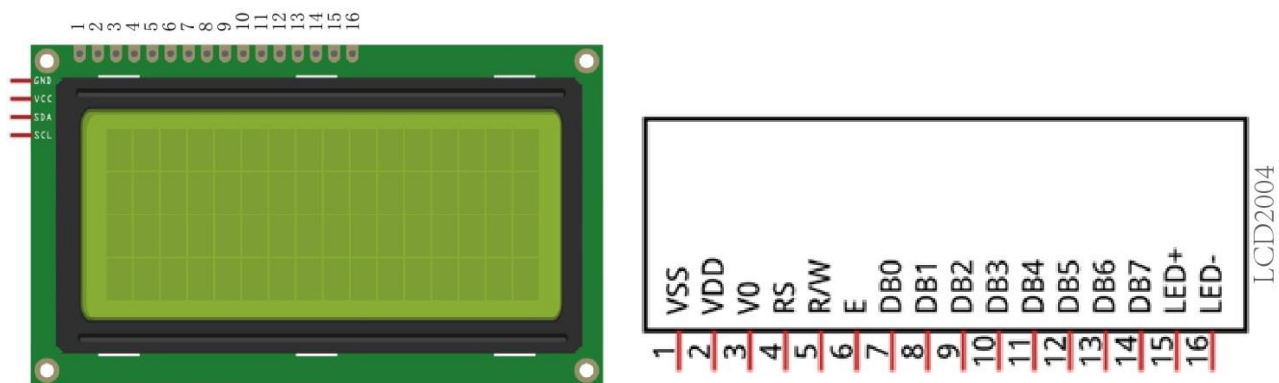
### Component knowledge

#### I2C communication

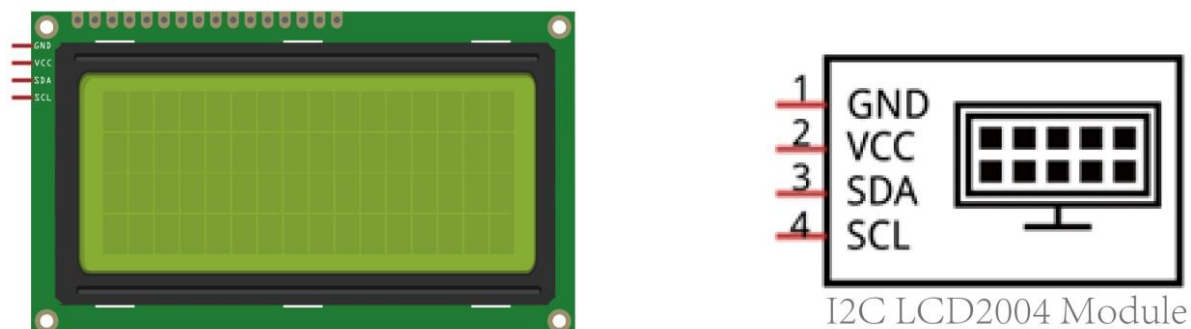
I2C (Inter-Integrated Circuit) is a two-wire serial communication mode, which can be used for the connection of micro controllers and their peripheral equipment. Devices using I2C communication must be connected to the serial data (SDA) line, and serial clock (SCL) line (called I2C bus). Each device has a unique address and can be used as a transmitter or receiver to communicate with devices connected to the bus.

#### LCD2004 communication

The LCD2004 Display Screen can display 4 lines of characters in 20 columns. It is capable of displaying numbers, letters, symbols, ASCII code and so on. As shown below is a monochrome LCD2004 Display Screen along with its circuit pin diagram.

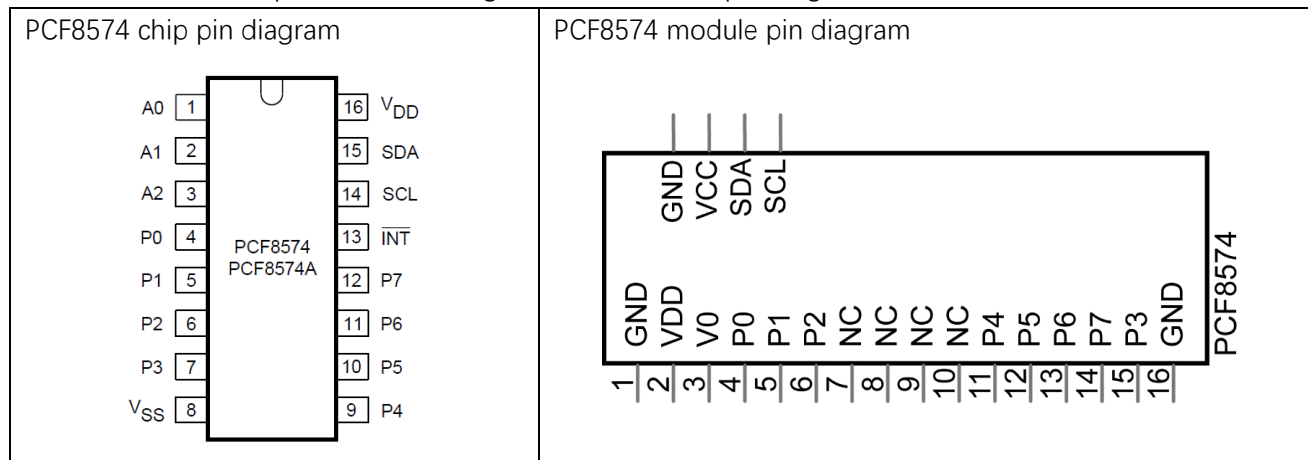


I2C LCD2004 Display Screen integrates an I2C interface, which connects the serial-input & parallel-output module to the LCD2004 Display Screen. This allows us to use only 4 lines to the operate the LCD2004.

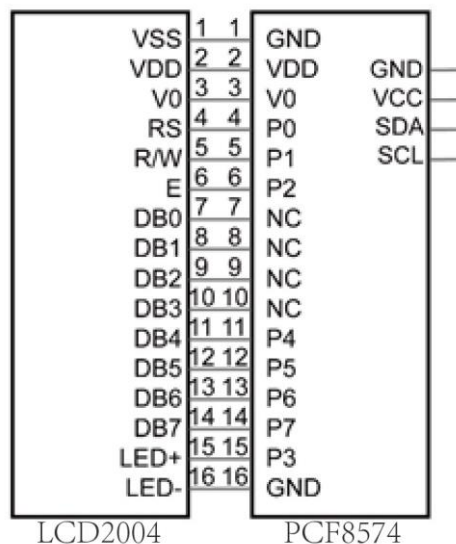


The serial-to-parallel IC chip used in this module is PCF8574T (PCF8574AT), and its default I2C address is 0x27(0x3F).

Below is the PCF8574 pin schematic diagram and the block pin diagram:



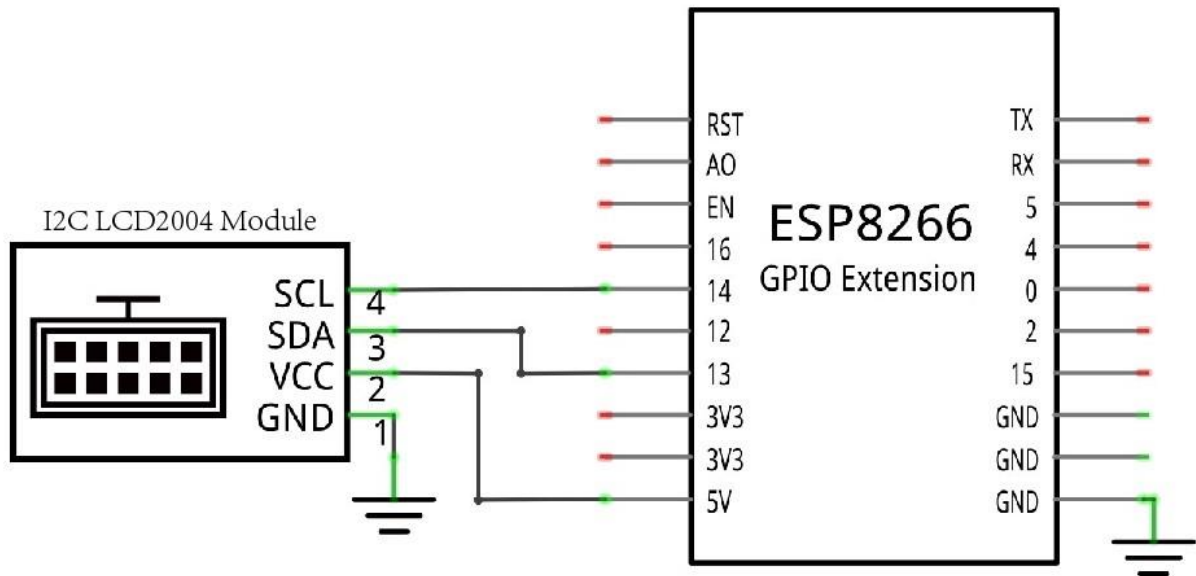
PCF8574 module pin and LCD2004 pin are corresponding to each other and connected with each other:



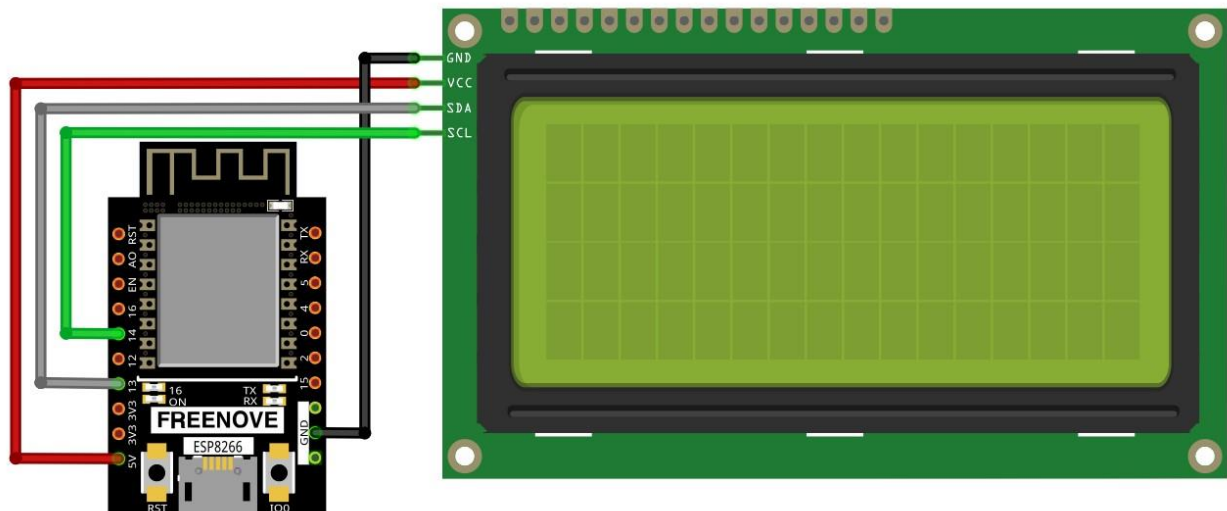
So we only need 4 pins to control the 16 pins of the LCD2004 display screen through the I2C interface. In this project, we will use the I2C LCD2004 to display some static characters and dynamic variables.

## Circuit

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: [support@freenove.com](mailto:support@freenove.com)



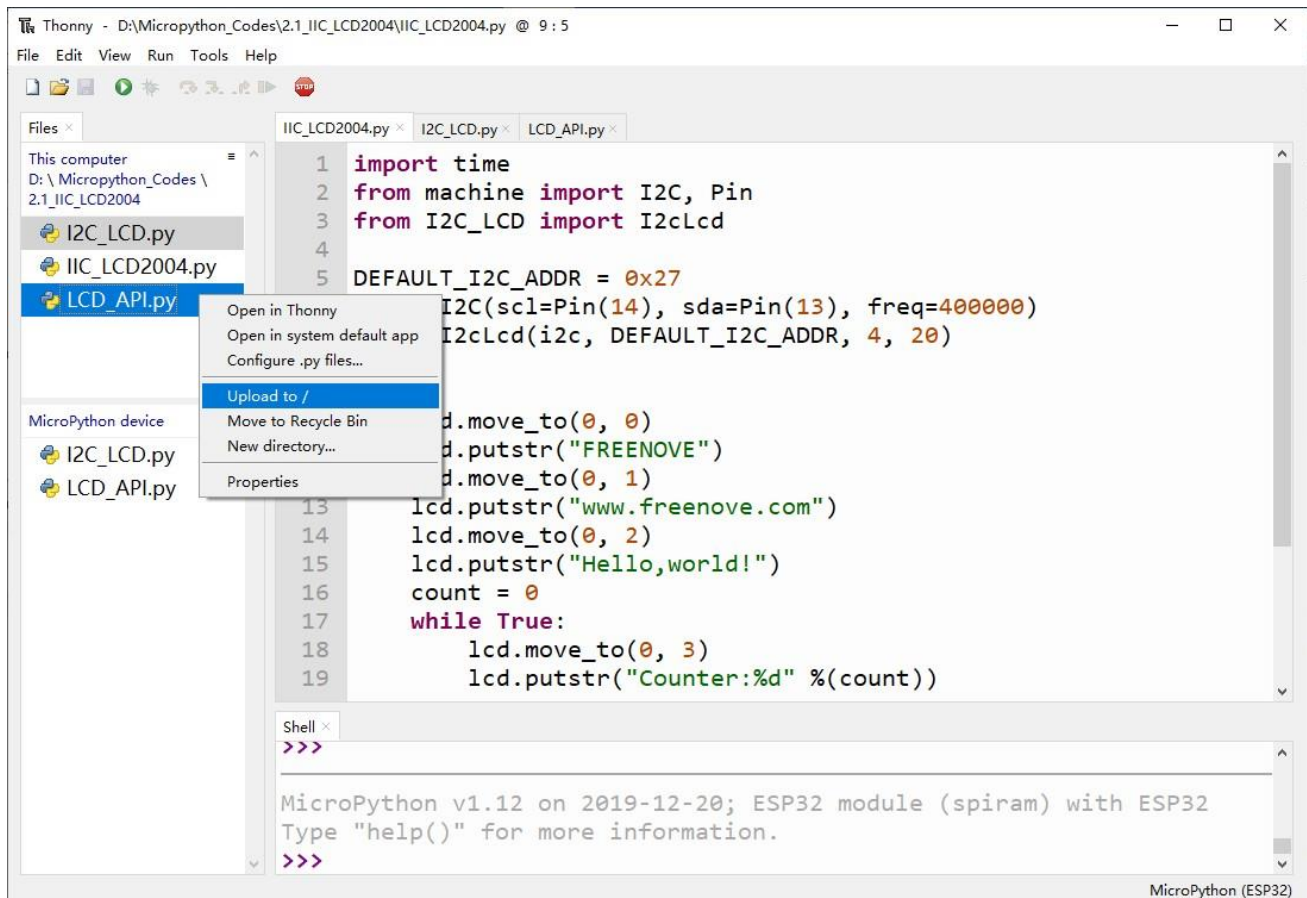
## Code

Move the program folder

"Freenove\_LCD\_Module/Freenove\_LCD\_Module\_for\_ESP8266/Python/Python\_Codes" to disk(D) in advance with the path of "D:/Micropython\_Codes".

Open "Thonny", click "This computer" → "D:" → "Micropython\_Codes" → "2.1\_I2C\_LCD2004". Select "I2C\_LCD.py" and "LCD\_API.py", right click your mouse to select "Upload to /", wait for "I2C\_LCD.py" and "LCD\_API.py" to be uploaded to ESP8266 and then double click "I2C\_LCD2004.py".

### 2.1\_I2C\_LCD2004



Click "Run current script" and LCD2004 displays some characters.



If you cannot see anything on the display or the display is not clear, try rotating the white knob on back of LCD2004 slowly, which adjusts the contrast, until the screen can display clearly.



The following is the program code:

```

1  import time
2  from machine import I2C, Pin
3  from I2C_LCD import I2cLcd
4
5  DEFAULT_I2C_ADDR = 0x27
6  i2c = I2C(scl=Pin(14), sda=Pin(13), freq=400000)
7  lcd = I2cLcd(i2c, DEFAULT_I2C_ADDR, 4, 20)
8
9  try:
10     lcd.move_to(0, 0)
11     lcd.putstr("FREENOVE")
12     lcd.move_to(0, 1)
13     lcd.putstr("www.freenove.com")
14     lcd.move_to(0, 2)
15     lcd.putstr("Hello,world!")
16     count = 0
17     while True:
18         lcd.move_to(0, 3)
19         lcd.putstr("Counter:%d" %(count))
20         time.sleep_ms(1000)
21         count += 1
22 except:
23     pass

```

Import time, I2C and I2C\_LCD modules.

```

1  import time
2  from machine import I2C, Pin
3  from I2C_LCD import I2cLcd

```

Instantiate the I2C LCD2004 screen. It should be noted here that if your LCD driver chip uses PCF8574T, set the I2C address to 0x27, and if uses PCF8574AT, set the I2C address to 0x3F.

```

5  DEFAULT_I2C_ADDR = 0x27

```

Initialize I2C pins and associate them with I2CLCD module, and then set the number of rows and columns for LCD2004.

```

6  i2c = I2C(scl=Pin(14), sda=Pin(13), freq=400000)
7  lcd = I2cLcd(i2c, DEFAULT_I2C_ADDR, 4, 20)

```



Move the cursor of LCD2004 to the third row, first column, and print out "Hello, world!"

```
10 lcd.move_to(0, 2)
11 lcd.putstr("Hello, world!")
```

The fourth line of LCD2004 continuously prints the number of seconds after the ESP8266 program runs.

```
13 while True:
14     lcd.move_to(0, 3)
15     lcd.putstr("Counter:%d" %(count))
16     time.sleep_ms(1000)
17     count += 1
```

## Reference

### Class I2cLcd

Before each use of the object **I2cLcd**, please make sure that **I2C\_LCD.py** and **LCD\_API.py** have been uploaded to "/" of ESP8266, and then add the statement "**from I2C\_LCD import I2cLcd**" to the top of the python file.

**clear()**: Clear the LCD2004 screen display.

**show\_cursor()**: Show the cursor of LCD2004.

**hide\_cursor()**: Hide the cursor of LCD2004.

**blink\_cursor\_on()**: Turn on cursor blinking.

**blink\_cursor\_off()**: Turn off cursor blinking.

**display\_on()**: Turn on the display function of LCD2004.

**display\_off()**: Turn on the display function of LCD2004.

**backlight\_on()**: Turn on the backlight of LCD2004.

**backlight\_off()**: Turn on the backlight of LCD2004.

**move\_to(cursor\_x, cursor\_y)**: Move the cursor to a specified position.

**cursor\_x**: Column cursor\_x

**cursor\_y**: Row cursor\_y

**putchar(char)**: Print the character in the bracket on LCD2004.

**putstr(string)**: Print the string in the bracket on LCD2004.