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1. For custom character on LCD, I used the tutorial from the link below, it includes the C code for constructing a function to build a custom character:

<http://www.8051projects.net/lcd-interfacing/lcd-custom-character.php>

2. For USART I used the Atmega1284P Data sheet as the guild to make up and modified the header file for USART, which was named usart\_atmega1284.h

<https://drive.google.com/file/d/0B-2Q0ANtXAPfVFNrM21uTEh2SXM/edit?usp=sharing>

from page 171 to page 193.