LCD

VSS=GND : Chân nối đất

VCC=VDD:Nguồn(5V)

V0=V0: tương phản  
RS: điều vhỉnh thanh gb( đọc 1 hoặc ghi 0)

RW=RW 1 0

Led1= A điều khiẻn màn hình led ( +)

Led=k điều khiẻn màn hình led(-)

1.

#include <LiquidCrystal.h>

LiquidCrystal lcd(12,11,5,4,3,2);

int pos,pos1;

void setup()

{

lcd.begin(16,2);

lcd.print("Hello");

delay(1000);

}

void loop()

{

for (pos =0; pos<=16; pos++)

{

lcd.clear();

lcd.setCursor(pos,0);

lcd.print("Hello");

delay(1000);

}

}

2.

#include <LiquidCrystal.h>

LiquidCrystal lcd(12,11,5,4,3,2);

void setup() {

// put your setup code here, to run once:

lcd.begin(16,2);

lcd.clear();

}

void loop() {

// put your main code here, to run repeatedly:

for(int i=0;i<=9;i++){

lcd.setCursor(i,0);

lcd.print(" Nguyet");

delay(400);

lcd.clear();

}

for(int i=9;i>=0;i--){

lcd.setCursor(i,0);

lcd.print(" Nguyet");

delay(400);

lcd.clear();

}

// put your main code here, to run repeatedly:

for(int i=0;i<=12;i++){

lcd.setCursor(i,2);

lcd.print(" Can");

delay(400);

lcd.clear();

}

for(int i=12;i>=0;i--){

lcd.setCursor(i,2);

lcd.print(" Can");

delay(400);

lcd.clear();

}

}

3.

#include <LiquidCrystal.h>

LiquidCrystal lcd(12,11,5,4,3,2);

void setup()

{

lcd.begin(16,2);

lcd.clear();

}

void loop()

{

for( int i = 0 ; i <=16 ; i++)

{

lcd.clear();

lcd.setCursor(i, 0);

lcd.print("Hello");

delay(150);

}

for(int i =16; i>=1; i-- )

{

lcd.clear();

lcd.setCursor(i, 1);

lcd.print("Hello");

delay(150);

}

for( int i = 0 ; i <=16; i++)

{

lcd.clear();

lcd.setCursor(i, 1);

lcd.print("World!");

delay(150);

}

for(int i =16; i>=1 ; i-- )

{

lcd.clear();

lcd.setCursor(i, 0);

lcd.print("World!");

delay(150);

}

}