Liquid Crystal Display

```
#include <xc.h>
// CONFIG
#pragma config FOSC = HS     // Oscillator Selection bits (RC oscillator)
#pragma config WDTE = OFF    // Watchdog Timer Enable bit (WDT disabled)
#pragma config PWRTE = OFF   // Power-up Timer Enable bit (PWRT disabled)
#pragma config BOREN = OFF   // Brown-out Reset Enable bit (BOR disabled)
#pragma config LVP = OFF     // Low-Voltage (Single-Supply) In-Circuit
Serial Programming Enable bit (RB3 is digital I/O, HV on MCLR must be
used for programming)
#pragma config CPD = OFF     // Data EEPROM Memory Code Protection bit
(Data EEPROM code protection off)
#pragma config WRT = OFF     // Flash Program Memory Write Enable bits
(Write protection off; all program memory may be written to by EECON
control)
#pragma config CP = OFF      // Flash Program Memory Code Protection bit
(Code protection off)


// #pragma config statements should precede project file includes.
// Use project enums instead of #define for ON and OFF.

#define _XTAL_FREQ 20000000
////////////////////////////////////////////////////////
void lcd_init(void);
void clear_display(void);
void lcd_display( char display[]);
void send_data(char data_);
void send_command(char command_);

////////////////////////////////////////////////////////
main()
{
    lcd_init();
    clear_display();
    send_data(0x41);
    while(1);//infinite loop to avoid processor to run unprogrammed area
}
```