

```
#include <p18f4550.h>
```

```
#define LCD_EN LATAbits.LA1
```

```
#define LCD_RS LATAbits.LA0
```

```
#define LCDPORT LATB
```

```
void lcd_delay(unsigned int time)
```

```
{  
    unsigned int i , j ;  
  
    for(i = 0; i < time; i++)  
    {  
        for(j=0;j<100;j++);  
    }  
}
```

```
void SendInstruction(unsigned char command)
```

```
{  
    LCD_RS = 0;           // RS low : Instruction  
    LCDPORT = command;  
    LCD_EN = 1;           // EN High  
    lcd_delay(10);  
    LCD_EN = 0;           // EN Low; command sampled at EN falling edge  
    lcd_delay(10);  
}
```

```
void SendData(unsigned char lcddata)
```

```
{  
    LCD_RS = 1;           // RS HIGH : DATA  
    LCDPORT = lcddata;  
    LCD_EN = 1;           // EN High  
    lcd_delay(10);  
    LCD_EN = 0;           // EN Low; data sampled at EN falling edge  
    lcd_delay(10);  
}
```

```
void InitLCD(void)
```

```
{  
    ADCON1 = 0x0F;  
    TRISB = 0x00; //set data port as output  
    TRISAbits.RA0 = 0; //RS pin  
    TRISAbits.RA1 = 0; // EN pin
```

```

    SendInstruction(0x38);    //8 bit mode, 2 line,5x7 dots
    SendInstruction(0x06);    // entry mode
    SendInstruction(0x0C);    //Display ON cursor OFF
    SendInstruction(0x01);    //Clear display
    SendInstruction(0x80);    //set address to 1st line

}
/*****
*****/

unsigned char *String1 = "Microembedded";
unsigned char *String2 = "PIC-18F Board";

void main(void)
{
    ADCON1 = 0x0F;
    TRISB = 0x00;    //set data port as output
    TRISAbits.RA0 = 0; //RS pin
    TRISAbits.RA1 = 0; // EN pin

    SendInstruction(0x38);    //8 bit mode, 2 line,5x7 dots
    SendInstruction(0x06);    // entry mode
    SendInstruction(0x0C);    //Display ON cursor OFF
    SendInstruction(0x01);    //Clear display
    SendInstruction(0x80);    //set address to 1st line

    while(*String1)
    {
        SendData(*String1);
        String1++;
    }

    SendInstruction(0xC0);    //set address to 2nd line
    while(*String2)
    {
        SendData(*String2);
        String2++;
    }

    while(1);

}

```