

```

1
2
3 RS EQU P2.7          ; RS is equated to P2.7
4 RW EQU P2.6          ; RW is equated to P2.6
5 EN EQU P2.5          ; EN is equated to P2.5
6 ORG 0000H
7 ACALL INIT            ;INIT subroutine is to initialize the LCD
8 ACALL TEXT1
9 ACALL LINE2
10 MOV DPTR,#LUT
11 MOV P1,#0000000B
12 MOV P0,#0000000B
13
14 MAIN:MOV R6,#230D
15     SETB P3.5
16 MOV TMOD,#01100001B ;(g c/~(t) M0 M1) (G C/T~ MO M1)   = 0 1 1 0 0 0 0 1
17 MOV TL1,#0000000B
18 MOV TH1,#0000000B
19 SETB TR1
20
21 BACK: MOV TH0,#0000000B ;Timer 0 is used as timer for total of 65536uS
22 MOV TL0,#0000000B
23 SETB TR0
24 HERE: JNB TF0,HERE
25 CLR TR0
26 CLR TF0
27 DJNZ R6,BACK
28 CLR TR1
29 CLR TF0
30 CLR TF1
31 MOV A,TL1
32 MOV B,#4D
33 MUL AB
34 ACALL SPLIT
35 ACALL INIT
36 ACALL TEXT1
37 ACALL LINE2
38 ACALL TEXT2
39 ACALL BPM
40
41 SJMP MAIN
42 INIT:
43     acall DELAY
44     mov a,#38h          ;to initialise lcd in 8-bit mode
45     acall CMD ; call command subroutine
46     mov a,#0Eh          ;to turn ON display, cursor blinking
47     acall CMD ;call command subroutine
48     mov a,#01h          ;to clear display
49     acall CMD ;call command subroutine
50     mov a,#06h          ;to shift the cursor to left
51     acall CMD ;call command subroutine
52     mov a,#80h          ;to displsy content on LCD from line 1
53     acall CMD ;call command subroutine
54
55
56
57 TEXT1:
58     mov a,#'H'
59     acall DISPLAY
60     mov a,#'e'
61     acall DISPLAY
62     mov a,#'a'
63     acall DISPLAY
64     mov a,#'r'
65     acall DISPLAY
66     mov a,#'t'
67     acall DISPLAY
68     mov a,#' '
69     acall DISPLAY
70     mov a,#'R'
71     acall DISPLAY
72     mov a,#'a'

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```
73     acall DISPLAY
74     mov a, #'t'
75     acall DISPLAY
76     mov a, #'e'
77     acall DISPLAY
78     RET
79
80     LINE2:
81     MOV A, #0C0H
82     ACALL CMD
83     RET
84     TEXT2:
85     MOV A, #'b'
86     ACALL DISPLAY
87     MOV A, #'p'
88     ACALL DISPLAY
89     MOV A, #'m'
90     ACALL DISPLAY
91     MOV A, #' '
92     ACALL DISPLAY
93     RET
94
95
96
97     BPM:
98     MOV A, R1
99     ACALL ASCII
100    ACALL DISPLAY
101    MOV A, R2
102    ACALL ASCII
103    ACALL DISPLAY
104    MOV A, R3
105    ACALL ASCII
106    ACALL DISPLAY
107    RET
108
109    CMD: MOV P0, A
110    CLR RS
111    CLR RW
112    SETB EN
113    ACALL DELAY
114    CLR EN
115    RET
116
117    DISPLAY: MOV P0, A
118    SETB RS
119    CLR RW
120    SETB EN
121    ACALL DELAY
122    CLR EN
123    RET
124
125    DELAY: mov r2, #7
126    L4: mov r0, #255
127    L3: mov r1, #255
128    L2: djnz r1, L2
129        djnz r0, L3
130        djnz r2, L4
131        ret
132
133    CLR EN
134    CLR RW
135    RET
136
137    DELAY1: MOV R5, #255D
138    HERE2: DJNZ R5, HERE2
139    RET
140
141    SPLIT: MOV B, #10D
142    DIV AB
143    MOV R3, B
144    MOV B, #10D
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```
145     DIV AB
146     MOV R2,B
147     MOV R1,A
148     RET
149
150     ASCII:  MOVC A,@A+DPTR
151     RET
152     LUT:  DB  48D
153     DB  49D
154     DB  50D
155     DB  51D
156     DB  52D
157     DB  53D
158     DB  54D
159     DB  55D
160     DB  56D
161     DB  57D
162
163     END
164
165
166
167
```