



SNS COLLEGE OF TECHNOLOGY

Coimbatore-35

An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC
with 'A++' Grade

Approved by AICTE, New Delhi & Affiliated to Anna
University, Chennai

DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

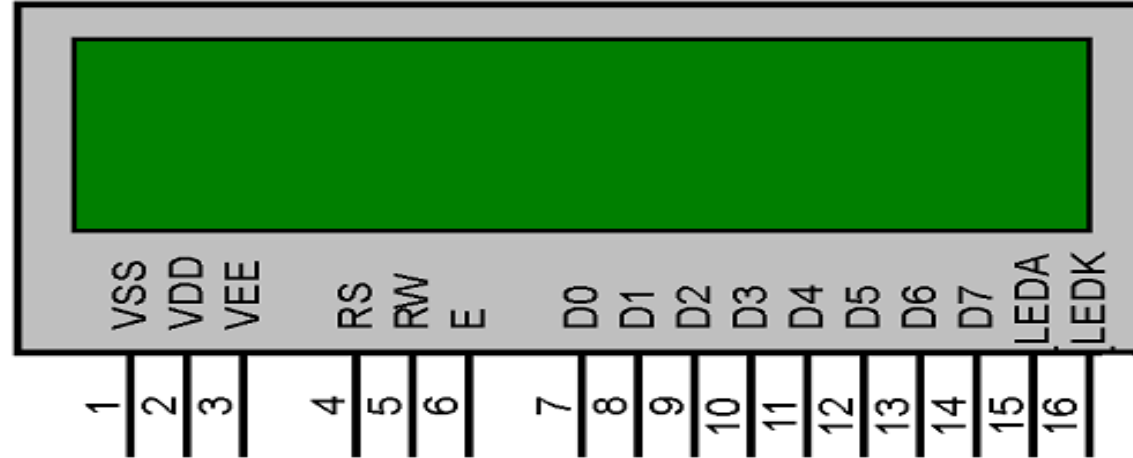
19ECT213-IoT SYSTEM ARCHITECTURE

II YEAR/ IV SEMESTER

UNIT 3 – MICROCONTROLLER AND INTERFACING TECHNIQUES FOR IoT DEVICES



LCD Interfacing with Arduino



VSS – Ground pin – Connected to ground of MCU

VDD - VCC – connected to supply pin of power source

VEE – Control pin – connected to POT – Adjust the contrast of display

RS – Register Select – Command / data – 1) 0 – Command

2) 1 - Data

RW – Read / Write – 1) 0 – Write

2) 1 – Read

E – Enable – must be high for Read and write operations

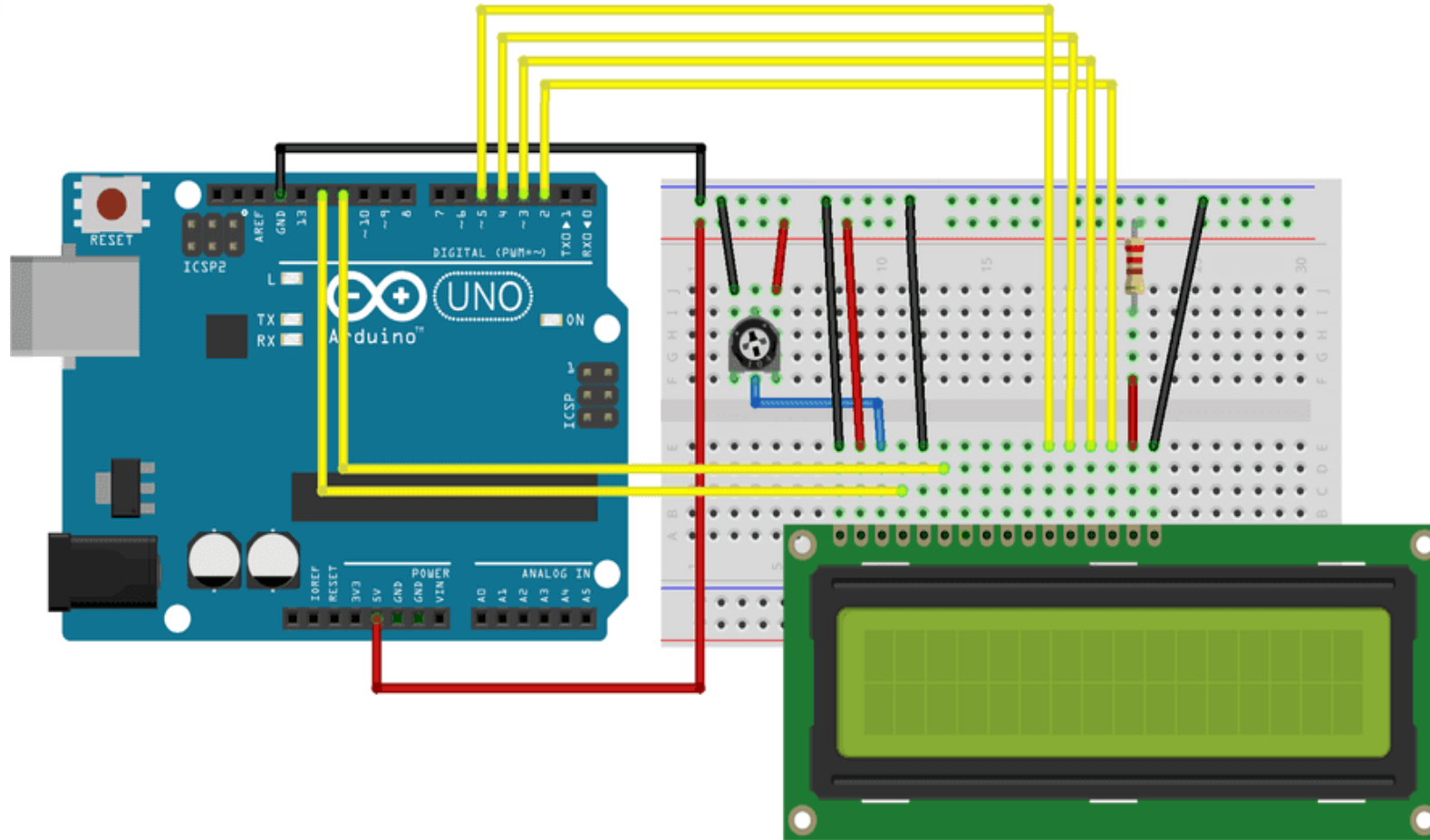
D0-D7 – Data / Command

LEDA – LED operations – 5V

LEDK – Ground.

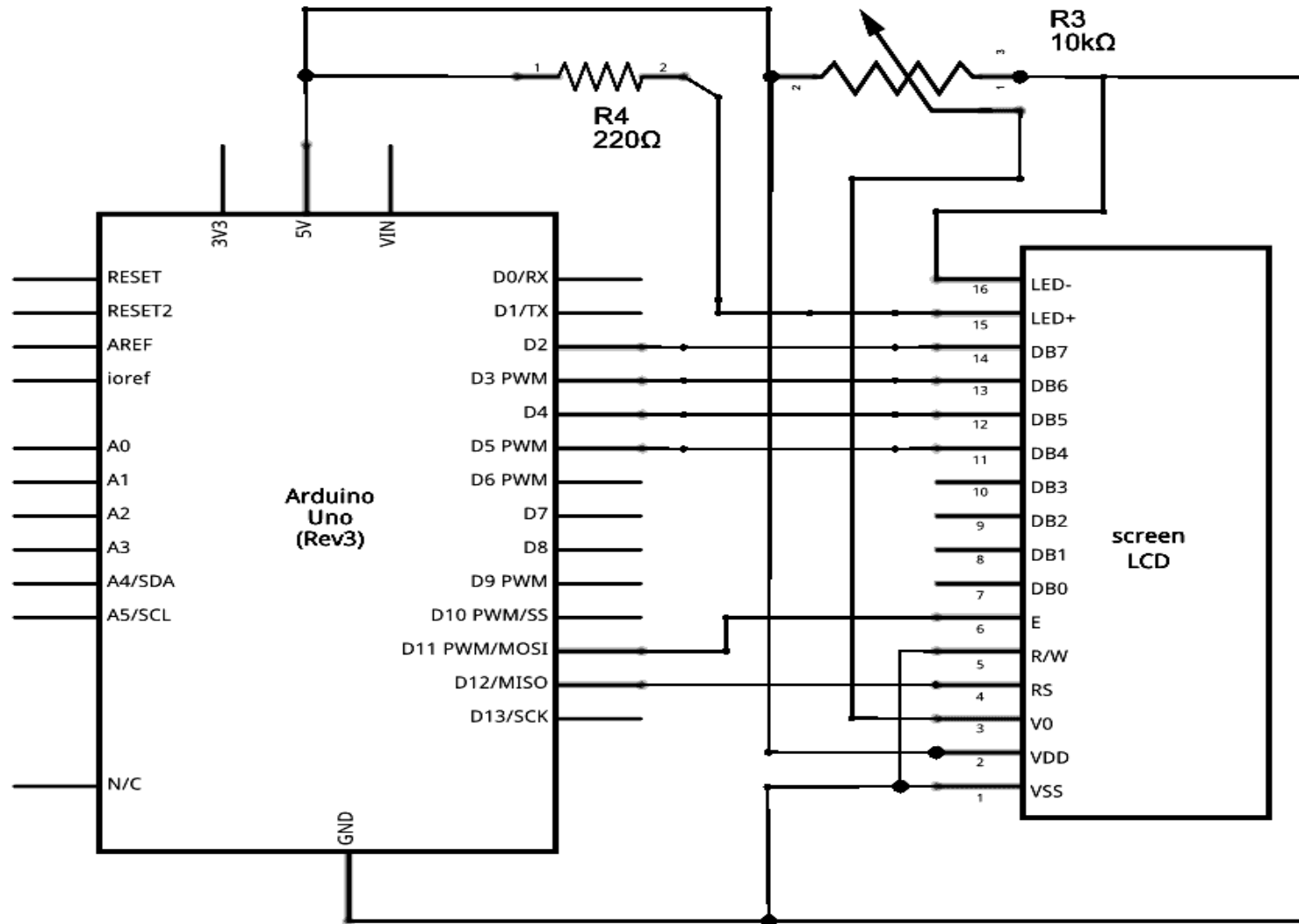


LCD Interfacing with Arduino





LCD Interfacing with Arduino





LCD Interfacing with Arduino



```
sketch_apr2a | Arduino IDE 2.3.2
File Edit Sketch Tools Help

Arduino Uno

sketch_apr2a.ino
1 #include <LiquidCrystal.h>
2 const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2;
3 LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
4
5 void setup() {
6   // set up the LCD's number of columns and rows:
7   lcd.begin(16, 2);
8   // Print a message to the LCD.
9   lcd.print("hello, world!");
10 }
11
12 void loop() { lcd.setCursor(0, 1);
13   // print the number of seconds since reset:
14   lcd.print(millis() / 1000);
15 }
16
17
18

Output
Sketch uses 1894 bytes (5%) of program storage space. Maximum is 32256 bytes.
Global variables use 59 bytes (2%) of dynamic memory, leaving 1989 bytes for local variables. Maximum is 2048 bytes.

Ln 15, Col 2 Arduino Uno [not connected] 21:40 02-04-2024
```



LCD Interfacing with Arduino



```
#include <LiquidCrystal.h>
const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);

void setup() {
  // set up the LCD's number of columns and rows:
  lcd.begin(16, 2);
  // Print a message to the LCD.
  lcd.print("hello, world!");
}

void loop()
{
  lcd.setCursor(0, 1);
  // print the number of seconds since reset:
  lcd.print(millis() / 1000);
}
```