CODE:

#include<reg51.h>

sbit E=P2^1;

sbit RS=P2^0;

void delay(int a);

void lcd\_data(unsigned char a);

void lcd\_command(unsigned char a); //Prototype for function

int i;

void main()

{

while(1)

{

lcd\_command(0x38); //16\*2 LCD selection

delay(100);

lcd\_command(0x01); //For clearing the LCD

delay(100);

lcd\_command(0x0E); //display 'on' cursor 'blinking'

delay(100);

lcd\_command(0x06); //incrementing the cursor

delay(100);

lcd\_command(0xC1); //display the first location to display character

delay(100);

lcd\_data('C'); // to display the data 'A'

delay(100);

lcd\_data('U'); // to display the data 'A'

delay(100);

lcd\_data('T'); // to display the data 'A'

delay(100);

lcd\_data('M'); // to display the data 'A'

delay(100);

}

}

void lcd\_command(unsigned char a)

{

P3=a; //command has been sent to Port 3

E=1; //enable pin to high

RS=0; //sending the command

delay(10);

E=0; //enable pin to low for sending the next command

}

void lcd\_data(unsigned char a)

{

P3=a; //command has been sent to Port 3

E=1; //enable pin to high

RS=1; //sending the data

delay(10);

E=0; //enable pin to low for sending the next command

}

void delay(int a)

{

int i,j;

for(i=0;i<a;i++)

for(j=0;j<1275;j++);

}

Output design

