

Description

Arduino LCD1602 LCD character input and output expansion card LCD Keypad

LCD keypad input-output expansion board with a 2-line 16 character LCD with adjustable contrast and backlight, using an analog port

Buttons use: PIN4 (DB4), 5 (DB5), 6 (DB6), 7 (DB7), 8 (RS), 9 (E), 10 (backlightcontrol),

GP2D12 test code:

```
# Include
LCD4Bit_mod lcd = LCD4Bit_mod (2);
char GP2D12,
char a, b,
char str1 [] = "Renge:";
char str2 [] = "Renge Over";
char STR3 [] = "cm";
leegte Setup ()
{
  lcd.init ();
  lcd.clear ();
  lcd.printIn ("GP2D12 testen ...");
}
leegte loop ()
{
  GP2D12 = read_gp2d12_range (1),
  IF (GP2D12 > 80 || GP2D12 < 10)
  {
    lcd.cursorTo (2,0);
    lcd.printIn (str2);
  }
  anders
  {
    a = 0x30 + GP2D12/10 ;
    b = 0x30 + GP2D12% 10;
    lcd.cursorTo (2, 3);
    lcd.printIn (str1),
    lcd.print (a);
    lcd.print (b);
    lcd.printIn (STR3);
  }
  vertraging (50 );
}
float read_gp2d12_range (byte pin)
{
  int tmp;
  tmp = analogRead (pin),
  IF (tmp < 3) return -1;
  rendement (6787,0 / ((float) tmp - 3,0)) - 4.0;
}
```