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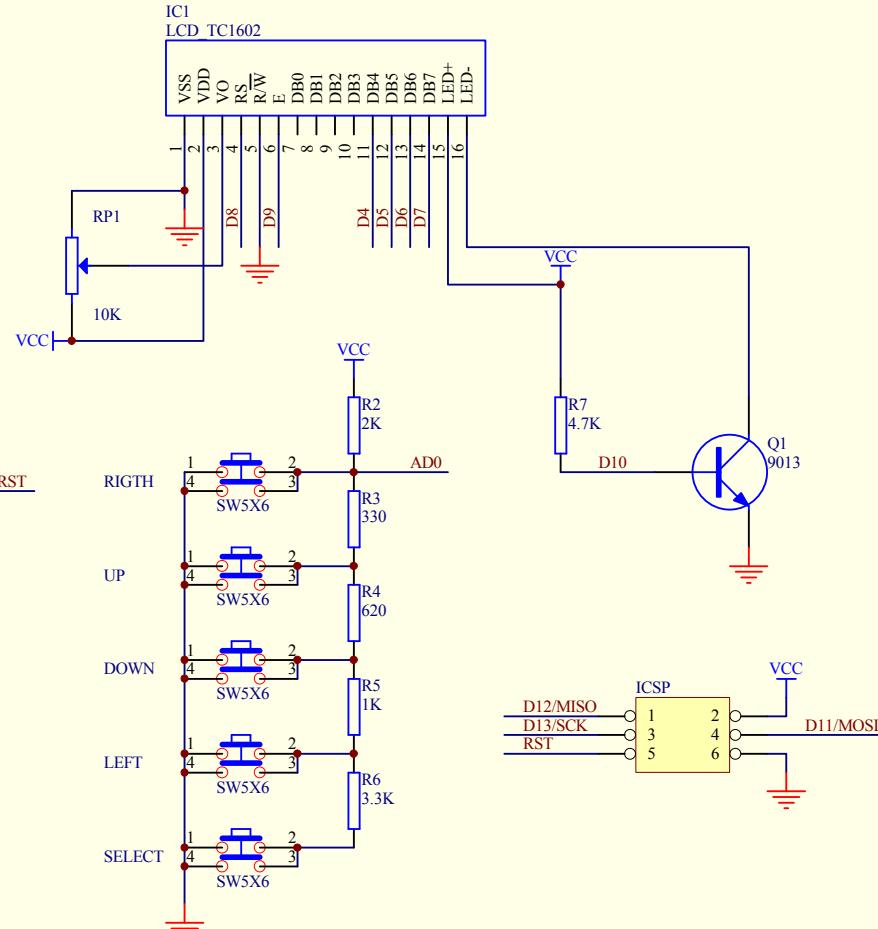
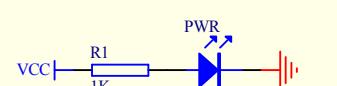
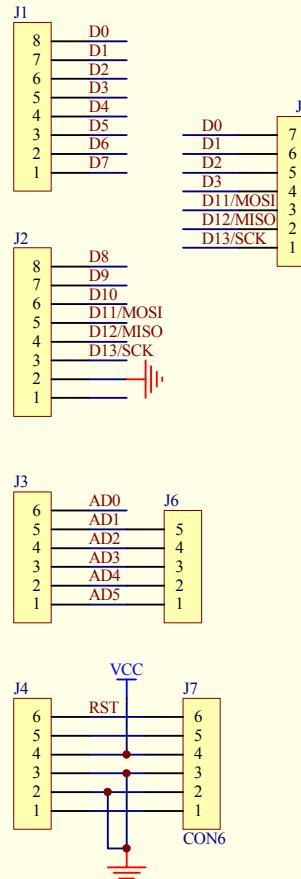
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Date: 19-Feb-2009	Sheet of	
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Example use of LiquidCrystal library

```
//Sample using LiquidCrystal library
#include <LiquidCrystal.h>
```

```
*****
This program will test the LCD panel and the buttons
Mark Bramwell, July 2010
```

```
*****/
```

```
// select the pins used on the LCD panel
```

```
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);
```

```
// define some values used by the panel and buttons
```

```
int lcd_key = 0;
```

```
int adc_key_in = 0;
```

```
#define btnRIGHT 0
```

```
#define btnUP 1
```

```
#define btnDOWN 2
```

```
#define btnLEFT 3
```

```
#define btnSELECT 4
```

```
#define btnNONE 5
```

```
// read the buttons
```

```
int read_LCD_buttons()
```

```
{
```

```
adc_key_in = analogRead(0); // read the value from the sensor
```

```
// my buttons when read are centered at these values: 0, 144, 329, 504, 741
```

```
// we add approx 50 to those values and check to see if we are close
```

```
if (adc_key_in > 1000) return btnNONE; // We make this the 1st option for speed reasons since it will be the most
```

```
likely result
```

```
if (adc_key_in < 50) return btnRIGHT;
```

```
if (adc_key_in < 195) return btnUP;
```

```
if (adc_key_in < 380) return btnDOWN;
```

```
if (adc_key_in < 555) return btnLEFT;
```

```
if (adc_key_in < 790) return btnSELECT;
```

```
return btnNONE; // when all others fail, return this...
```

```
}
```

```
void setup()
```

```
{
```

```
lcd.begin(16, 2); // start the library
```

```
lcd.setCursor(0,0);
```

```
lcd.print("Push the buttons"); // print a simple message
```

```
}

void loop()
{
lcd.setCursor(9,1);      // move cursor to second line "1" and 9 spaces over
lcd.print(millis()/1000); // display seconds elapsed since power-up

lcd.setCursor(0,1);      // move to the begining of the second line
lcd_key = read_LCD_buttons(); // read the buttons

switch (lcd_key)          // depending on which button was pushed, we perform an action
{
case btnRIGHT:
{
lcd.print("RIGHT ");
break;
}
case btnLEFT:
{
lcd.print("LEFT  ");
break;
}
case btnUP:
{
lcd.print("UP    ");
break;
}
case btnDOWN:
{
lcd.print("DOWN  ");
break;
}
case btnSELECT:
{
lcd.print("SELECT");
break;
}
case btnNONE:
{
lcd.print("NONE  ");
break;
}
}
```