



Title		
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Date: 19-Feb-2009	Sheet of	
File: D:\plan\产品记录\arduino\arduino_NGDM0016\	Title: 1602	

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 beginning 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;
      }
  }
}

}
```