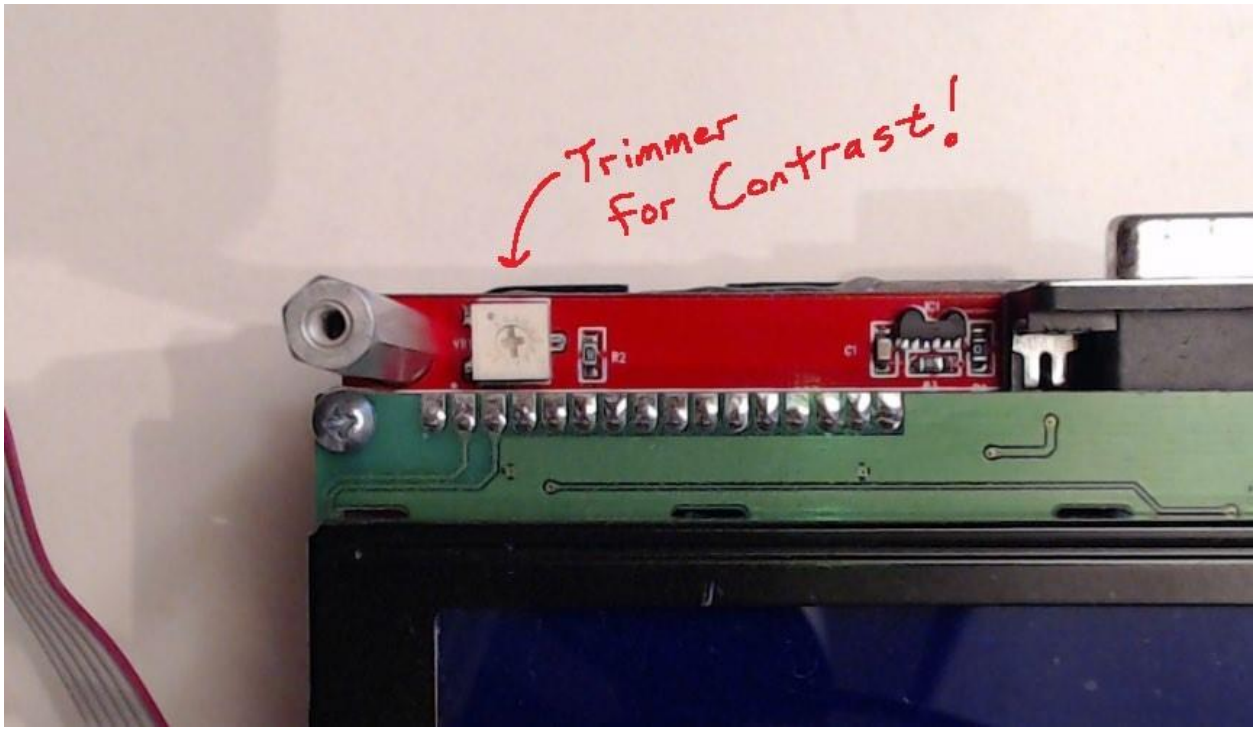
CMPE1250 – ICA10--LCD

This simple ICA will serve as a milestone for your LCD library development. As you proceed through the LCD notes, it will be good to stop and measure your progress, and make sure you are on track.

Tier1

After you have created the `lcd_Busy`, `lcd_Inst`, `lcd_Init`, and `lcd_Data` functions from following along in the notes and LCD lecture(s), create a program that displays a capital '`Q`' on the LCD.

You may need to adjust the contrast trimmer to see the output correctly:



Check-off will require that you have a fully documented, well-formed `lcd.h/lcd.c` compilation unit. You should not proceed with additional LCD library development until you have achieved check-off on this assignment.

Tier2

You will use what you have learned to complete the `lcd_String` and `lcd_StringXY` functions. Actually, the `lcd_StringXY` function should only consist of a call to `lcd_AddrXY` and `lcd_String`, so the X/Y version barely counts!

- The `lcd_String` function will output the provided string to the LCD starting at the current position of the cursor. You don't need to make any attempt to keep the characters of the string in the bounds of the display area, but you may. This would actually be a nice feature but would require supervision of each character output.

- The `lcd_StringXY` function will do the same but allow the user to specify the starting X/Y position. Because you have other functions that already perform these operations, you should not duplicate any code from those functions here.

To test your functions, put the string "Hello from Earth" aligned to the upper left of the LCD. Put your first initial and full last name aligned to the lower right of the LCD.