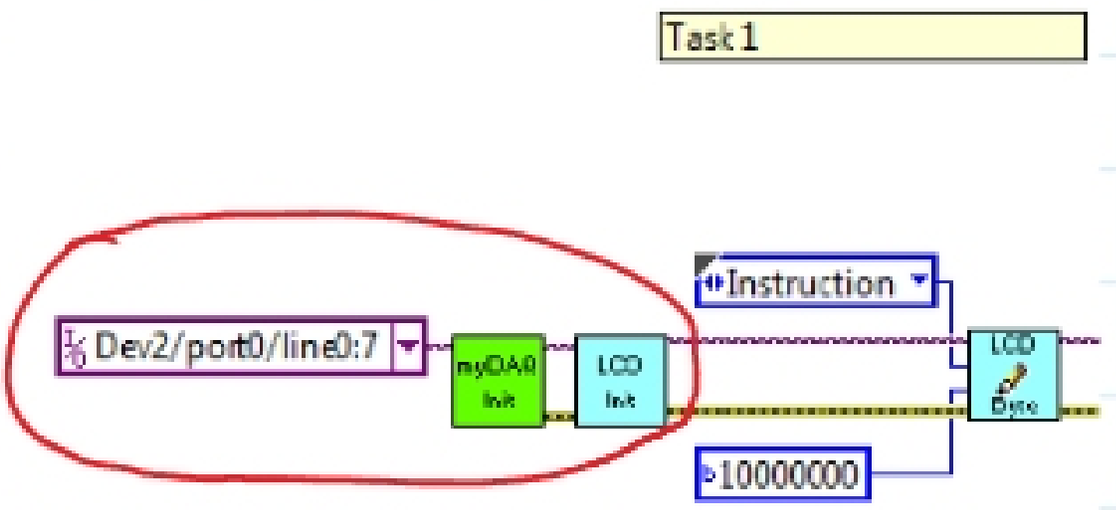
Problem 29 and Problem 30 : Instructor verifies completion of circuits required for lab exercises.

Problem 31

1.



- From problem 28, this code initializes the LCD module and places a blinking underlined cursor at the first character cell (upper left-hand character)

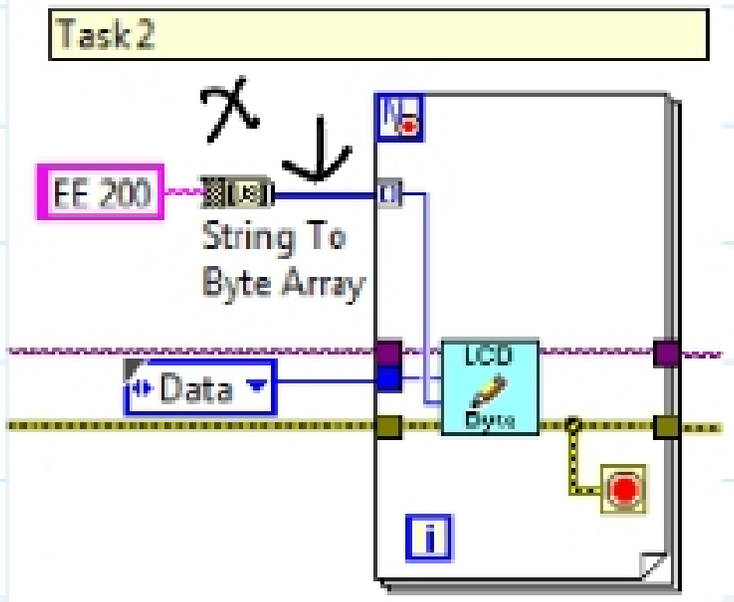
- From Table 2 on page 86 of lcd_part_1.pdf, sending the instruction 1000 0000 sets the display address to 0x00, this is where the first character will be written.

Address for upper left hand character cell

	1	0	0	0	0	0	0	0	
Set Display Address	1	A	A	A	A	A	A	A	80 to FF

Problem 31

2.



The wire x is a 1D array of 6 Bytes. The first element contains the ASCII code for E, and so on until the sixth element which has the ASCII code for 0.

Setting the enum constant to data causes the sub VI LCD Byte to write a character to the LCD display each time the For Loop executes.

From Problem 28, the LCD module is initialized so that character address is incremented each time a character is written.

Problem 31

2.

For Loop Iteration	Char Displayed	Char Address
0	E	x 00
1	E	x 01
2	blank	x 02
3	2	x 03
4	0	x 04
5	0	x 05

After task 2 completes, the first line of the LCD module is

EE ␣ 200 ␣ ␣ ␣ ␣ ␣ ␣ ␣ ␣ ␣ ␣ ␣

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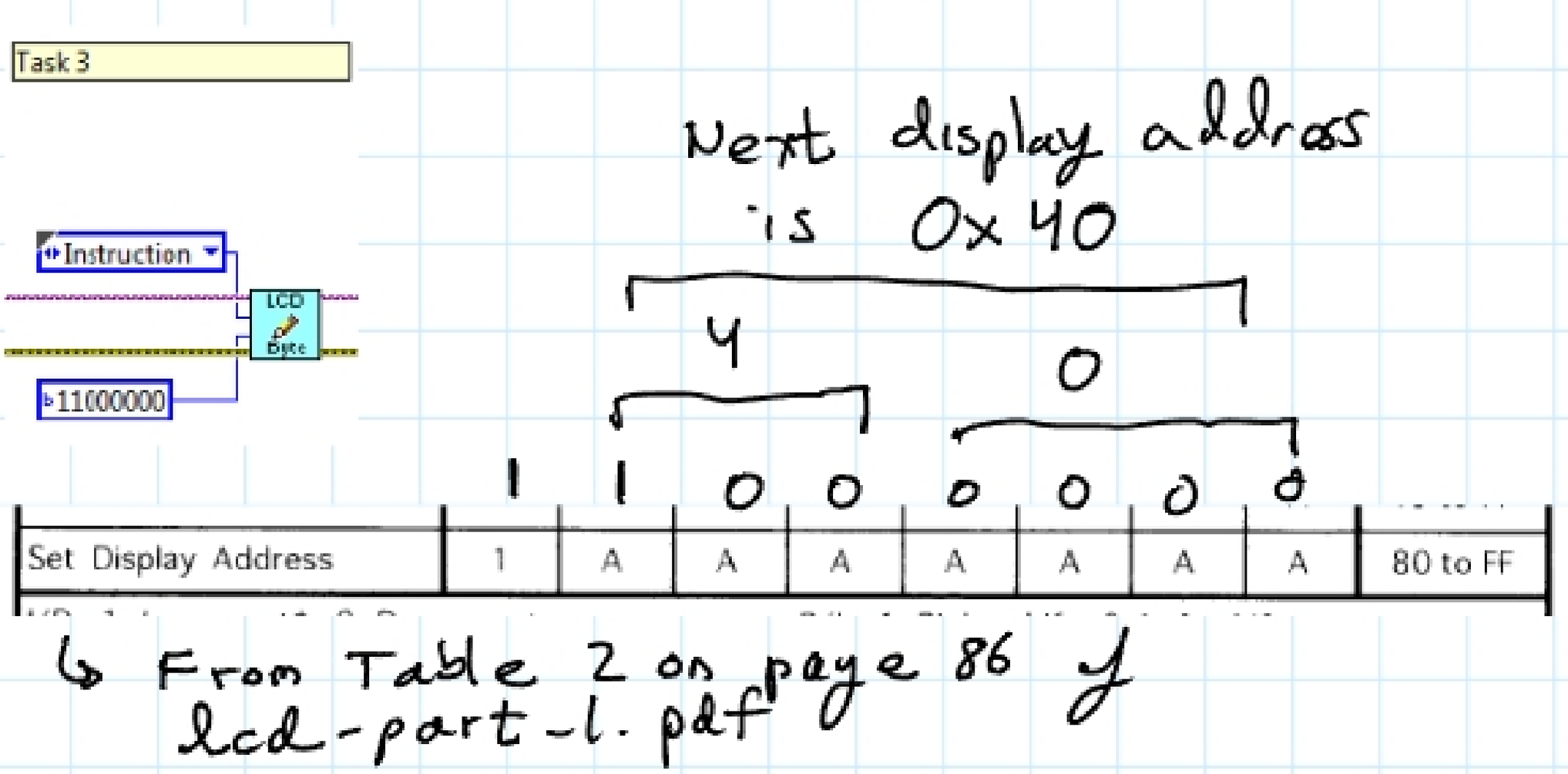
3. Like Task 1, Task 3 sets the address of the next character to be written



↳ From Table 2 on page 86 of lcd-part-1.pdf