//消抖函数

u8 Key\_Value(void)

{

u8 key = 0xff;

//判断按键是否按下

if(key1())

{

Delay(10000);//消抖

if(key1())//判断按键是否按下

{

key = 1;

}

}

else if(!key2())

{

Delay(1000000);//消抖

if(!key2())//判断按键是否按下

{

key = 2;

}

}

else if(!key3())

{

Delay(1000000);//消抖

if(!key3())//判断按键是否按下

{

key = 3;

}

}

else if(!key4())

{

Delay(1000000);//消抖

if(!key4())//判断按键是否按下

{

key = 4;

}

}

return key;

}