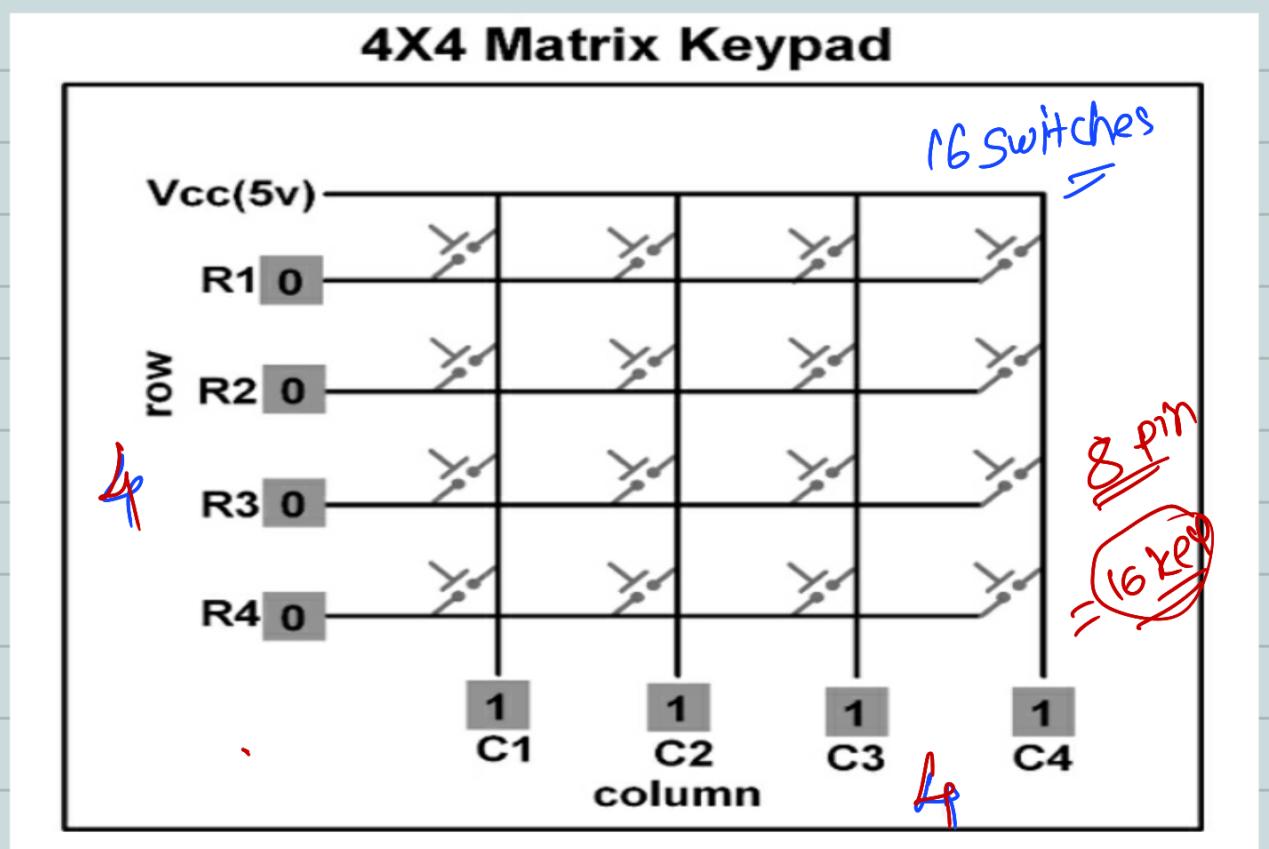


Objective: To interface an 4x4 matrix keyboard to blink an LED's using TM4C123GH6PM TIVA C series LaunchPad board

- Tools & Softwares :**
- i) TIVA Launch pad ✓
 - ii) 4x4 matrix keyboard ✓
 - iii) Jumper wires ✓
 - iv) USB cable ✓

Introduction:



① Why matrix key pad ??

GPIO port
1 - 8 switch

→ To use a single pin of GPIO for each switch function is a completely wastege of pins

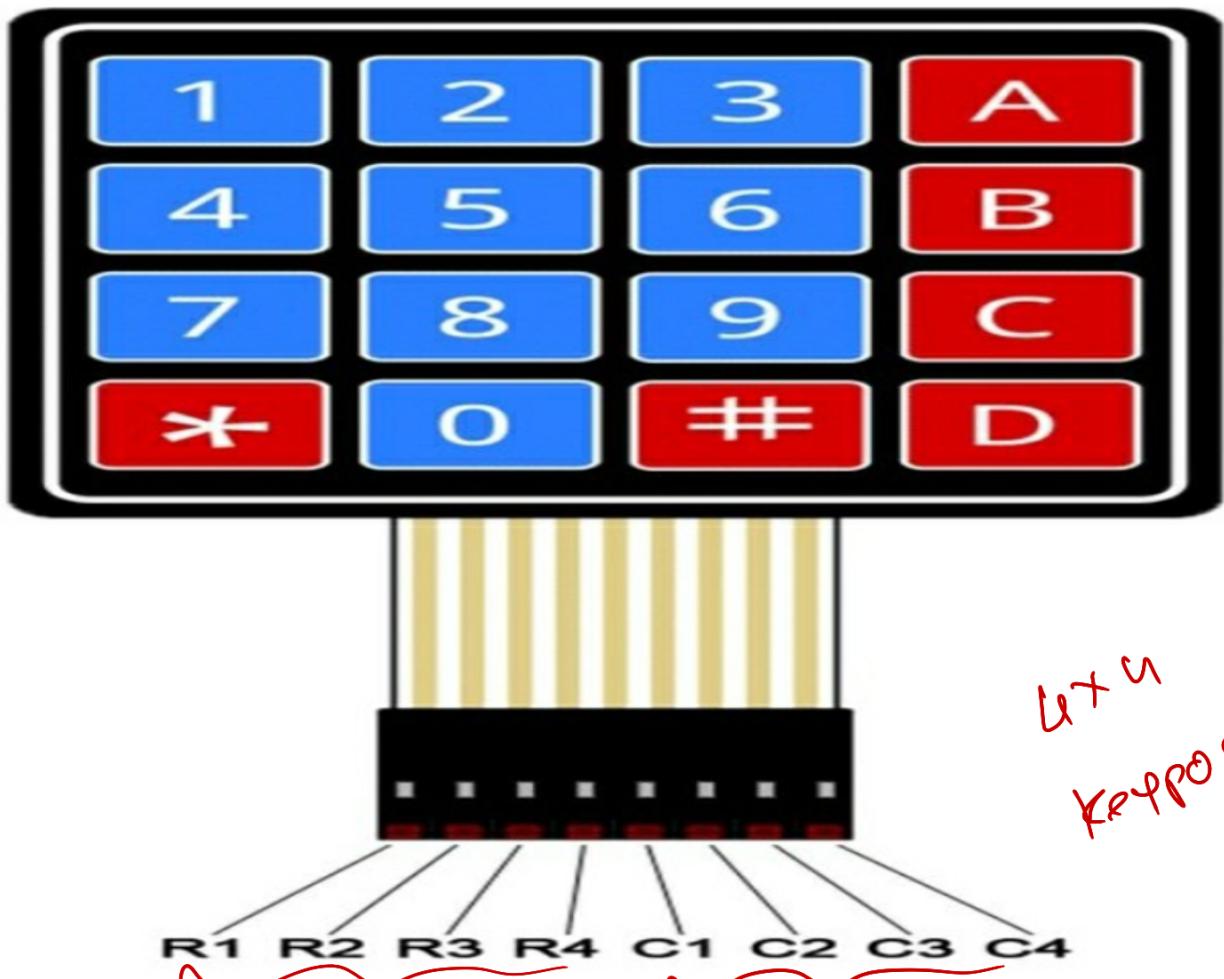
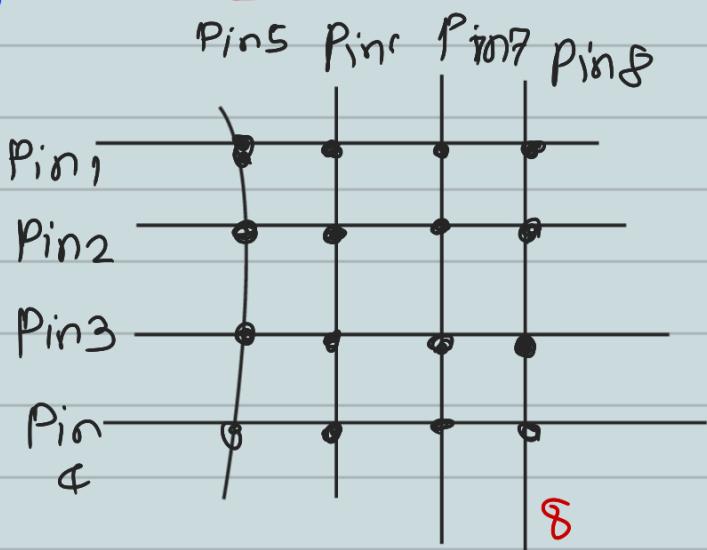
- ↳ ↳
- For n -switches or for n inputs you will require n_4 pins 16
 - Hence this will occupy the large amount of pin of your micro-controller
 - So, to save micro controller pins key pads are arranged in matrix of rows and columns.

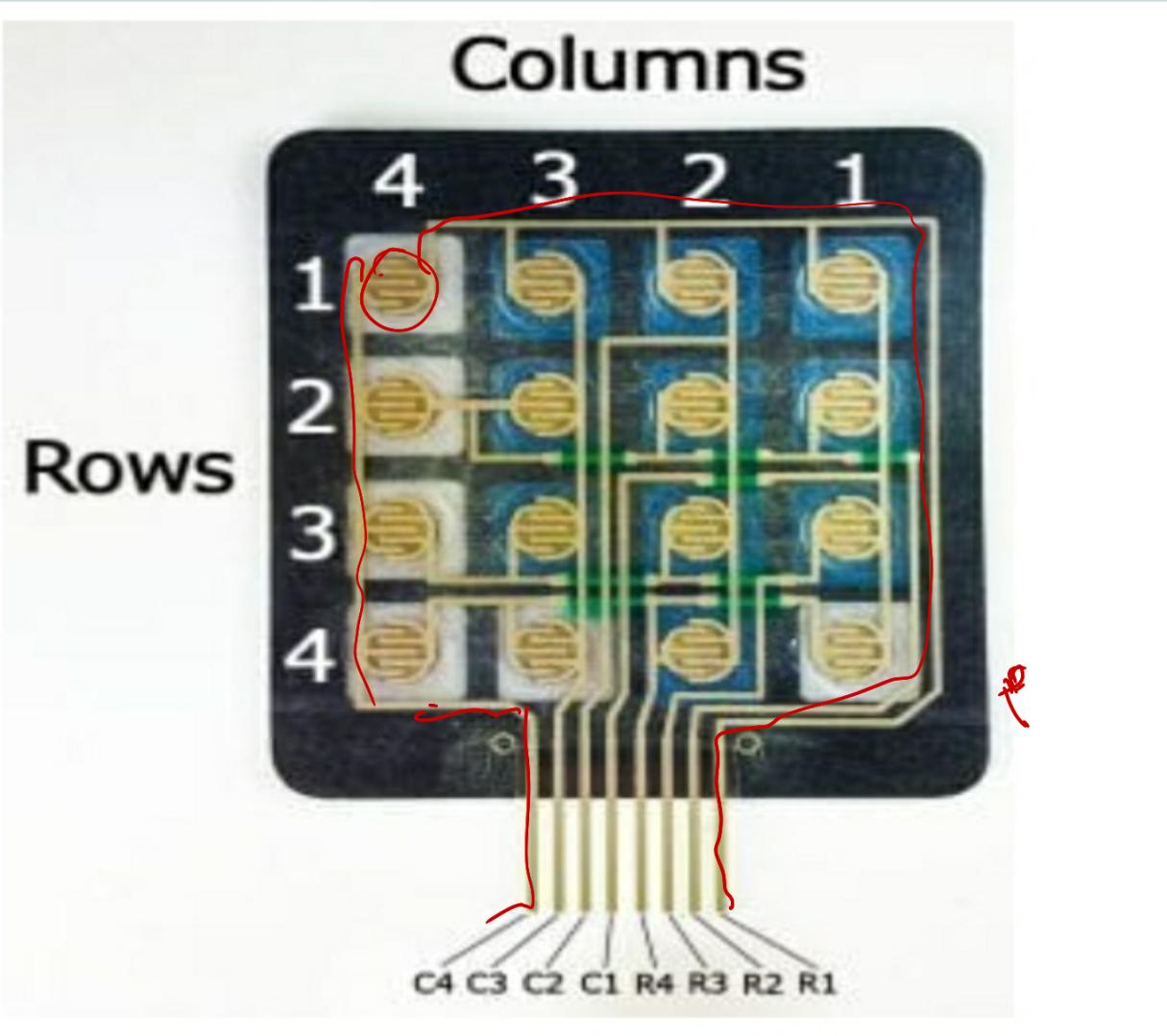
$4 \times 4 \Rightarrow$ matrix

only 8 pins

$8 \times 8 = 64$ keys

using 16 pins



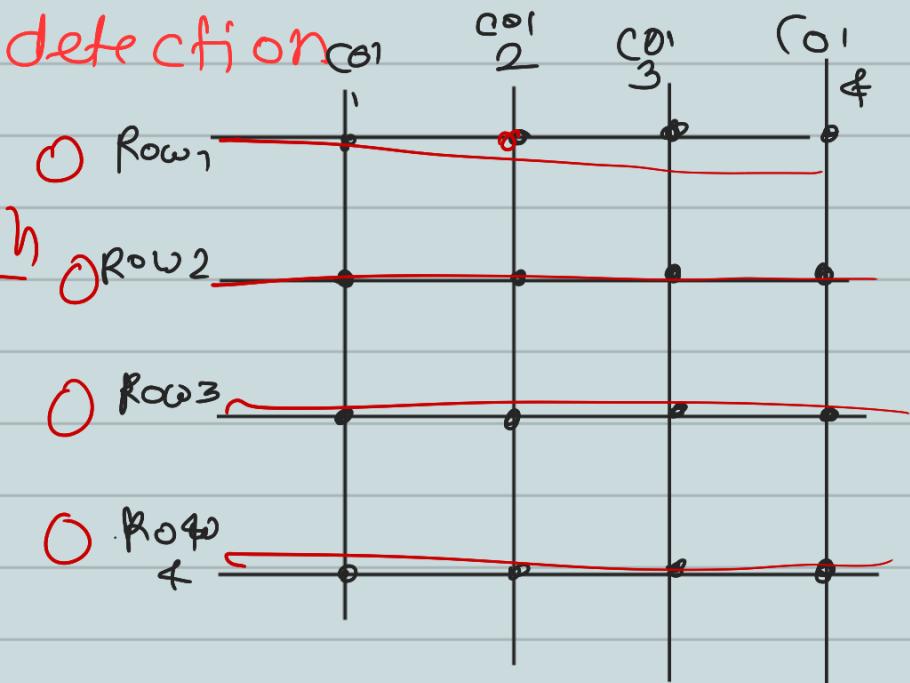


- When particular push button is pressed a particular row and column would make contact
- Allows current to flow between particular row and column
- This will detect our key.

(i) key press

weak PU

0000 \Rightarrow Row high



0 1 1 1
Q O P /

(ii) key identification

Returns lines

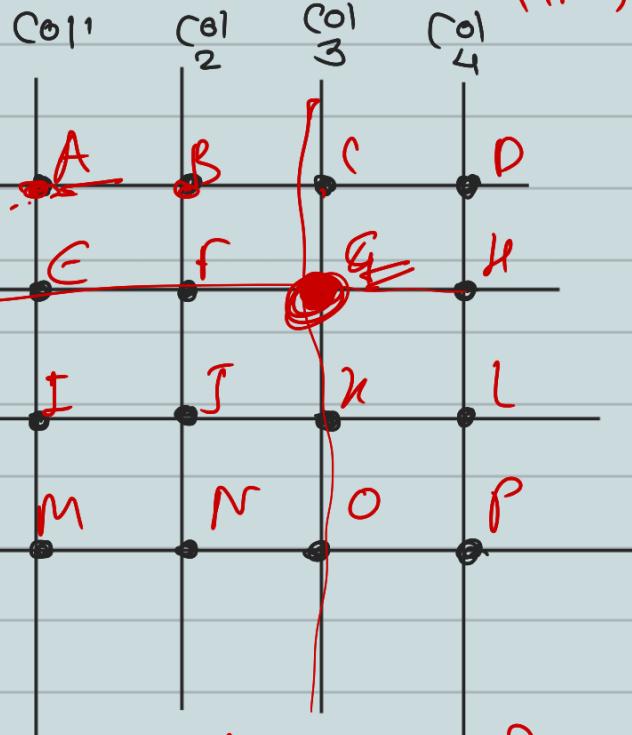
0 1 1 1 Row 1 \rightarrow Row 1

{ 1 1 1 Row 2

Scanning lines

1 0 1 1 Row 2

2
Col 1 = 1 1 1
Col 2
Col 3 = 1 1 0 1



1 0 1 1
1 1 0 1
 \Rightarrow process
Q

Flowchart : for key press detection & identification

Start ✓

key pressed

Rows =
0000
—=—

C₁ C₂ C₃ C₄ C₅
1110
1011
—=—

Read all
columns

All
key
off

Yes

No

①

Ground next
row

Read all
columns

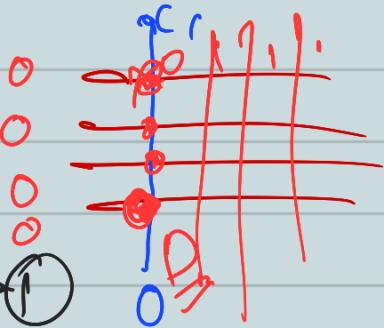
Key
PRESSED IN
row

Yes

find which key
PRESSED

Get scan code

Return



0110111
↓
min(w)

Connections:-

No.	Controller Pin	to Keypad
1	PDO	C ₁ ✓
2	PD ₁	C ₂ ✓
3	PD ₂	C ₃ ✓
4	PD ₃	C ₄ ✓
5	PC ₄	R ₁ ✓
6	PC ₅	R ₂ ✓
7	PC ₆	R ₃ ~
8	PC ₇	R ₄ ~

① if interfacing LCD : LCD 4bit mode

1	V _{SS}	-	Ground
2	V _{DD}	-	+5V (V _{BUS})
3	V _O	~	P ₂ (Potentiometer)
4	RS	✓	P _{A5}
5	R/W	-	P _{A6} ↗ 8bit
6	E	-	P _{A7} =
7	D ₀	-	— (4bit)
8	D ₁	-	— (4bit)
9	D ₂	-	— (4bit)
10	D ₃	-	— (4bit)
11	D ₄	-	PB ₄ 2 ⁴ bit
12	D ₅	-	PB ₅ 4bit
13	D ₆	-	PB ₆ 4bit
14	D ₇	-	PB ₇ 4bit
15	A	-	+V

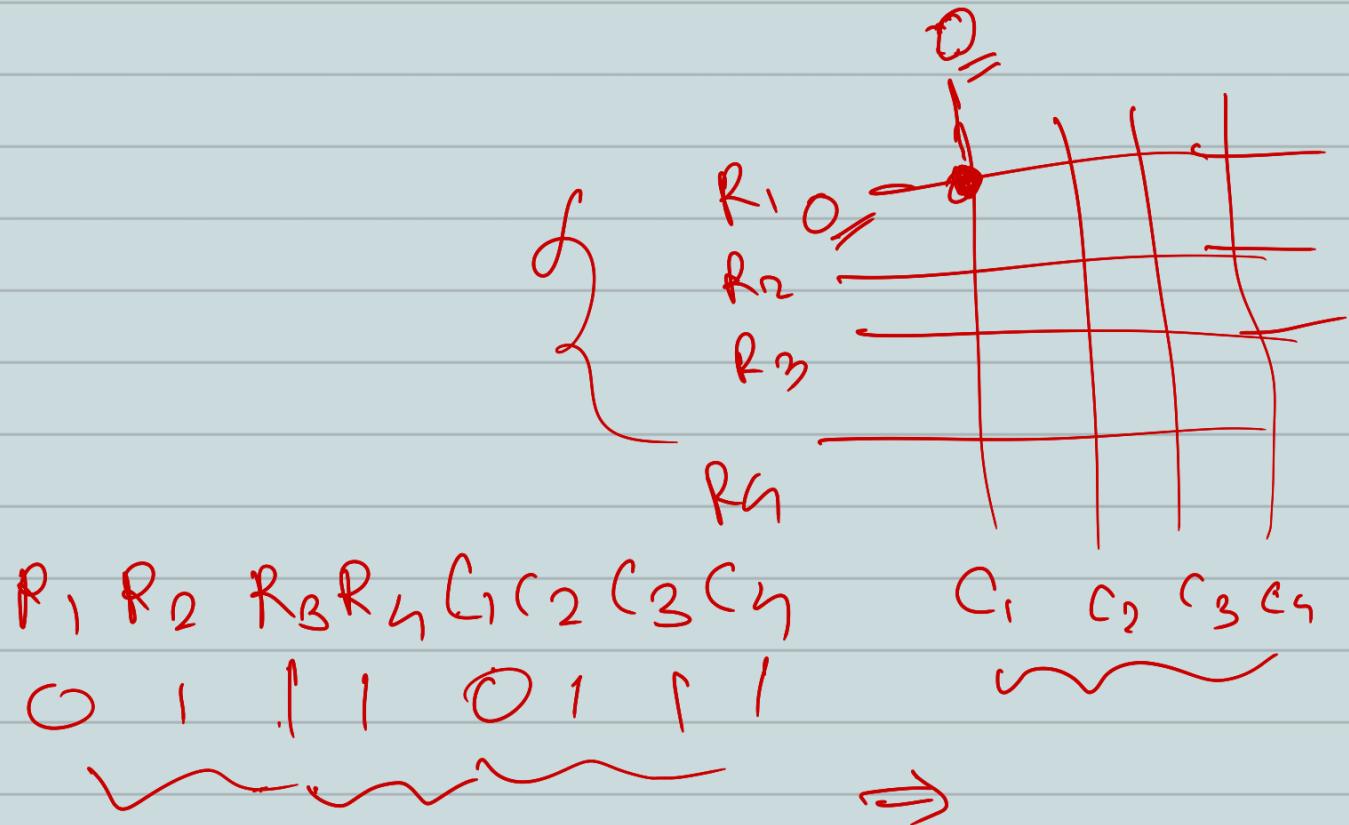
Methods :-

- i) Include all necessary libraries ✓
- ii) Set clock ✓ ✓
- iii) Give clock to ports
 - Port F ✓ ✓ } keypad
 - Port C ✓ ✓ } ICP
 - Port D ✓ ✓ } PB
PA
- iv) Which one is input port
Which one is output port
 - Port C = Output row ✓
 - Port D = Input column ✓
 - Port F = output ✓ key
- v) Pull up/pull down config set ✓
- vi) Row = 0000 ~~✓~~ Active ✓ keypad A
Column = 0x0F ~~✓~~ logic
- vii) Read column ⇒ ↗ ↘ ↙ ↖ ↗ ↘ ↙ ↖
- viii) Get codes ✓ }
- viii, when particular key pressed to task for that code ✓
 - { ↗ ↘ = port
 - { ↙ ↖ = port

* What are scan lines ??

what are return lines ??

what is scan codes ??



① LCD in 4 bit mode:-