KEYPAD LOCKSYSTEM CODE

Program:

```
#include<lpc214x.h>
#define bit(x) (1 << x) //Macros for shifting the bits by 'x'
unsigned char pass[4] = "5555"; //Set Default Password
unsigned int i, range = 0;
unsigned char r loc, c loc;
unsigned char key[4][3] = \{"123", "456", "789", "*0#"\}; //Keypad Key Digits
unsigned char keypad(void); // Function Declaration
void delay () // Delay Function Definition
{
  unsigned int temp, ct;
  for(ct=0; ct<30; ct++)
    for(temp = 0; temp < 65000; temp ++);
  }
}
```

```
/* ----- DC Motor ---- */
void forward(void);
void reverse(void);
void stop(void);
/* -----*/
void lcd init(void);
void cmd(unsigned char a);
void dat(unsigned char b);
void show(unsigned char *s);
void lcd delay(void);
/* -----*/
#define c1 (IOPIN1&1<<20)
#define c2 (IOPIN1&1<<21)
#define c3 (IOPIN1&1<<22)
/* -----*/
int main()
{
```

```
unsigned char rx arr[4]; //Store the INPUT Password
  int count; //Counter to keep count of number of digits in the Password.
  VPBDIV = 0x01; // PCLK = 60MHz where APB bus clock (PCLK) is the
same as the processor clock (CCLK)
  IO1DIR = 0x0f << 16; //P1.16, P1.17, P1.18, P1.19
            IOODIR = 0xf00fc; //P0.2, P0.3, P0.4, P0.5, P0.6, P0.7, P0.16,
P0.17, P0.18 - Set as OUTPUT
  lcd init();
  while(1) {
    cmd(0x80); //Cursor to the Beginning of the 1st Line
    show("#Enter Password#"); //Print the Display
    cmd(0xc5); //LCD Setup
    for(count=0; count <4; count++)</pre>
                         {
       rx arr[count] = keypad(); //Getting Input
       dat("); //Printing " to denote that the Password has been Typed
    }
```

```
if (( pass[0] == rx_arr[0] ) && ( pass[1] == rx_arr[1] ) &&
  ( pass[2] == rx_arr[2] ) && ( pass[3] == rx_arr[3] ))
                    {
  cmd(0xc0); //Cursor to the beginning of the 2nd Line
  show(" Thank You! "); //Print the TEXT
  forward();
  delay();
  stop();
  cmd(0xc0);
  show(" Come Again!! "); //Print the TEXT
  delay();
  reverse();
  delay();
  stop();
}
                    else
  cmd(0xc0);
  show("Wrong Password");
```

```
delay();
    }
                     cmd(0x01);
  }
}
/* ----*/
unsigned char keypad()
{
  IO1PIN &= \sim(0xff<<16);
  IO1PIN = 0xf0 << 16;
  while(c1 && c2 && c3);
  while(!c1 \parallel !c2 \parallel !c3)
          {
    else if(c1 && !c2 && c3) c_loc=1;
    else if(c1 && c2 && !c3) c loc=2;
    IO1CLR = 1 << 16;
    IO1SET = 0x0e << 16;
```

```
if(!c1 || !c2 || !c3)
                    {
  r_loc=0;
  break;
}
IO1CLR = 1 << 17;
IO1SET = 0x0d << 16;
if(!c1 || !c2 || !c3)
                    {
  r_loc=1;
  break;
}
IO1CLR = 1 << 18;
IO1SET = 0x0b << 16;
if(!c1 || !c2 || !c3)
                     {
  r_loc=2;
  break;
}
IO1CLR = 1<<19;
IO1SET = 0x07 << 16;
```

```
if(!c1 || !c2 || !c3)
                         {
       r_loc=3;
       break;
  }
  while(!c1 \parallel !c2 \parallel !c3);
  return (key[r_loc][c_loc]);
}
/* -----*/
void lcd_init()
  cmd(0x02);
  cmd(0x28);
  cmd(0x0c);
  cmd(0x06);
  cmd(0x80);
}
void cmd(unsigned char a)
{
  IOOPIN &= 0xffffff03;
```

```
IOOPIN = (a \& 0xf0) << 0;
  IO0CLR |= bit(2);
                            //rs=0
  IOOCLR = bit(1);
                            //rw = 0
  IOOSET = bit(3);
                            //en=1
  lcd delay();
  IOOCLR = bit(3);
                            //en=0
  IO0PIN &= 0xffffff03;
  IO0PIN = ((a << 4) \& 0xf0) << 0;
  IOOCLR = bit(2);
                            //r_{S}=0
  IO0CLR |= bit(1);
                            //rw = 0
  IOOSET = bit(3);
                            //en=1
  lcd_delay();
  IOOCLR = bit(3);
                            //en=0
void dat(unsigned char b)
  IO0PIN &= 0xffffff03;
  IOOPIN = (b \& 0xf0) << 0;
  IO0SET |= bit(2);
                           //rs=1
  IOOCLR = bit(1);
                            //rw=0
  IO0SET |= bit(3); //en=1
```

}

{

```
lcd_delay();
  IOOCLR = bit(3);
                     //en=0
  IOOPIN &= 0xffffff03;
  IO0PIN = ((b << 4) \& 0xf0) << 0;
  IO0SET |= bit(2);
                           //rs=1
  IO0CLR |= bit(1);
                            //rw = 0
  IO0SET |= bit(3); //en=1
  lcd_delay();
  IOOCLR = bit(3);
                         //en=0
void show(unsigned char *s)
{
  while(*s)
    dat(*s++);
  }
void lcd delay()
{
  unsigned int i;
  for(i=0;i<=1000;i++);
```

}

}

```
}
/* -----*/
void forward()
{
  IO0SET = bit(16) | bit(18);
  IOOCLR = bit(17);
}
void reverse()
{
  IO0SET = bit(17) | bit(18);
  IOOCLR = bit(16);
}
void stop()
  IOOCLR = bit(18);
}
```