Universidade Fernando Pessoa
Hardware and Sensors

Calculator using a Keypad

1. Create a project, which will enable you to do multiplications using a Keypad.

    a.   Assume in a first instance, that you will only have two operands with a single digit. For example, "3 x 4 = 12". Use the asterisk key to multiply ("x") and cardinal for the equal ("=").

    b.   Upgrade your code to handle operands with more than one digit, e.g., "25 x 11 = 275".

    c.   Upgrade your code to reuse the last result as the first operand, i.e., assumes you can do the following operations consecutively: "25 x 11 = 275 x 3 = 825" (the sequence is: "2 7 5 * 1 1 # * 3 #).

2. Submit your code and designed circuit(s) using Fritzing[1] into the eLearning Hardware and Sensor dropbox.

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[1] http://fritzing.org/download