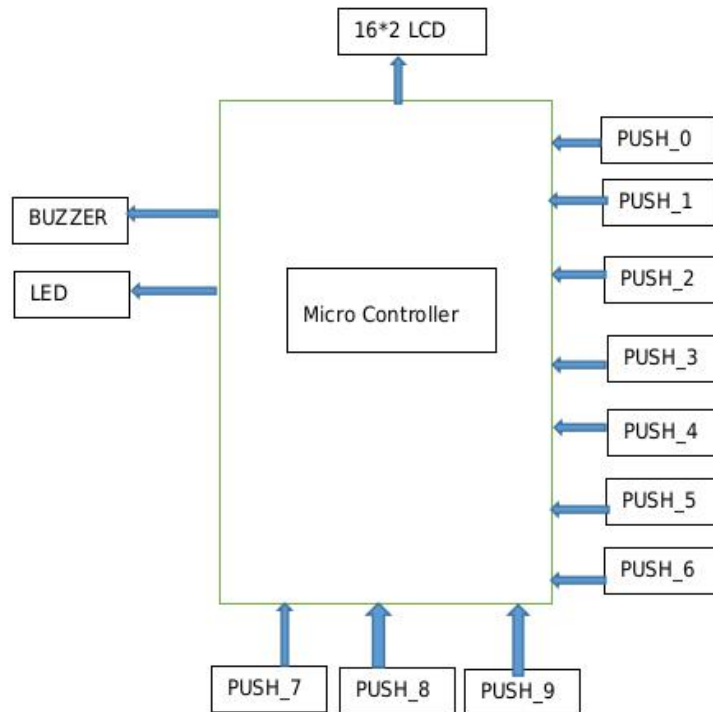
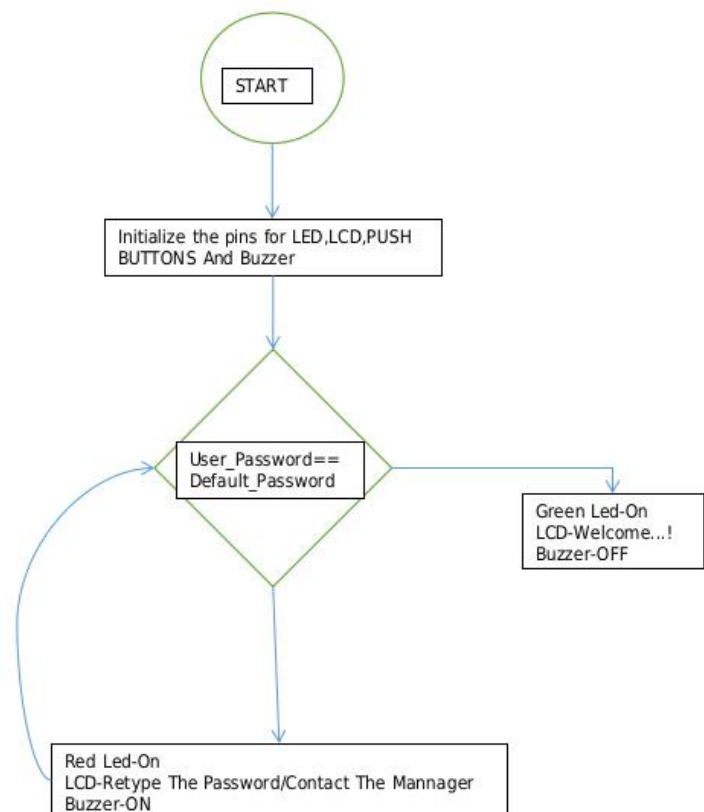


1.Password Protected Lock System

1. Block Diagram



2. FlowChart



3. Table

S.No	Description	Name	Type	Data Direction	Specification	Remarks
1	Pushbutton0	PUSH_0	INPUT	DI	5VDC	
2	Pushbutton1	PUSH_1	INPUT	DI	5VDC	
3	Pushbutton2	PUSH_2	INPUT	DI	5VDC	
4	Pushbutton3	PUSH_3	INPUT	DI	5VDC	
5	Pushbutton4	PUSH_4	INPUT	DI	5VDC	
6	Pushbutton5	PUSH_5	INPUT	DI	5VDC	
7	Pushbutton6	PUSH_6	INPUT	DI	5VDC	
8	Pushbutton7	PUSH_7	INPUT	DI	5VDC	
9	Pushbutton8	PUSH_8	INPUT	DI	5VDC	
10	Pushbutton9	PUSH_9	INPUT	DI	5VDC	
11	16*2 I2c_LCD	16*2 LCD	OUTPUT	DO	NA	
12	Red_Led	LED	OUTPUT	DO	5VDC	
13	Green_Led	LED	OUTPUT	DO	5VDC	
14	Buzzer	BUZZER	OUTPUT	DO	5VDC	

4. C Code

```
#include <LiquidCrystal.h>
#include<string.h>
const int rs = A5, en = A4, d4 = A3, d5 = A2, d6 = A1, d7 = A0;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
unsigned int arduino_button_pins[]={0,1,2,3,4,5,6,7,8,9};
unsigned int button_present_values[]={0,0,0,0,0,0,0,0,0,0};
unsigned int button_past_values[]={0,0,0,0,0,0,0,0,0,0};
const int Green_LED=10;
const int Red_LED=11;
const int Buzzer=12;

int key_pressed()
{
    for(uint8_t button=0;button<10;button++)
    {
        int present_state = digitalRead(arduino_button_pins[button]);
        int previous_state= button_past_values[button];

        if(present_state)
        {
            if(present_state != previous_state)
            {
                button_past_values[button] = present_state;
                char str[10];
                sprintf(str,"KEY:%d",button);Mearge the Strings
                lcd.setCursor(0,1);
                lcd.write(str);
                return button;
            }
        }
    }
}
```

```

    }
    else
    {
        button_past_values[button] = 0;
    }
    delay(50);
}

}

int press_button()
{

if(digitalRead(0)||digitalRead(1)||digitalRead(2)||digitalRead(3)||digitalRead(
4)||digitalRead(5)
||digitalRead(6)||digitalRead(7)||digitalRead(8)||digitalRead(9))
{ return 1; }
else
{ return 0; }
}

void setup()
{
    for(int i=0; i<10;i++)
    {
        pinMode(i,INPUT);
    }
    pinMode(Green_LED,OUTPUT);
    pinMode(Red_LED,OUTPUT);
    pinMode(Buzzer,OUTPUT);
    lcd.begin(16, 2);
    lcd.write("ENTER PIN");
}
const int Preset_Pin=2332; //Password prefixed saved
int pinByUser[] = {0,0,0,0} ;
int keySequence = 0;
int Final_Pin = 0 ;
void loop()
{
    while(press_button())
    {
        if(keySequence<4){
            pinByUser[keySequence]=key_pressed();
            lcd.setCursor(6,1);
            char pin[4];
            sprintf(pin,"DIGIT%d-%d",keySequence+1,pinByUser[keySequence]);
            lcd.write(pin);
        }
        else if(keySequence==4){

```

```

    lcd.setCursor(6,1);
    for(int a=0; a<4; a++)
    {
        Final_Pin = (Final_Pin * 10) + pinByUser[a];
    }
    char pin[4];
    sprintf(pin,"PIN:%d",Final_Pin);
    lcd.write(pin);
    delay(50);
    if(Final_Pin == Preset_Pin){
        lcd.setCursor(6,1);
        lcd.write("Welcome");
        lcd.setCursor(0,0);
        lcd.write("ACCESS AUTHORIZED !!");
        digitalWrite(Green_LED,HIGH);
    }else{
        lcd.setCursor(6,1);
        lcd.write("-!FAILED!-");
        digitalWrite(Red_LED,HIGH);
    }
}
else{
    lcd.setCursor(0,0);
    lcd.write("MAX LIMIT REACHED");
}
delay(1200);
keySequence++;
}
}

```

5. Simulation Circuit