

PUNE INSTITUTE OF COMPUTER TECHNOLOGY, PUNE - 411043

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REPORT

Project Based Learning Academic Year: 2021-2022

(Semester –I)

Class: TE-8 **Course Name: Microcontroller**

Group No.:- 04

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Problem Statement:

Implementing Simple Calculator Using Arduino on Proteus

Theoretical Background:

Arduino:

- Arduino is an open-source electronics platform based on easyto-use hardware and software.
- Arduino boards are able to read inputs light on a sensor, a finger on a button, or a Twitter message - and turn it into an output - activating a motor, turning on an LED, publishing something online.
- Arduino has been used in thousands of different projects and applications.
- The Arduino software is easy-to-use for beginners, yet flexible enough for advanced users.
- It runs on Mac, Windows, and Linux.
- Teachers and students use it to build low cost scientific instruments, to prove chemistry and physics principles, or to get started with programming and robotics.

Library Used in arduino code:

Keypad.h -> Keypad is a library for using *matrix* style keypads with the Arduino. As of version 3.0 it now supports mulitple keypresses. It won't need external resistors or diodes because the library uses the internal pullup resistors and additionally ensures that all unused column pins are high-impedance.

System Design: Arduino Code: #include<Keypad.h> const byte ROWS = 4; //four rows const byte COLS = 4; //four columns char keys[ROWS][COLS] = { {'7','8','9','/'}, {'4','5','6','*'}, {'1','2','3','-'}, {'c','0','=','+'} **}**; byte rowPins[ROWS] = $\{2,3,4,5\}$; //connect to the row pinouts of the keypad byte colPins[COLS] = $\{6,7,8,9\}$; //connect to the column pinouts of the keypad int i=0; double d=0,result=0; char arr[10], prev_key=0; Keypad keypad = Keypad(makeKeymap(keys), rowPins, colPins, ROWS, COLS); void setup(){ Serial.begin(9600); void loop(){ char key = keypad.getKey(); if (key){ Serial.print(key); if(key == '+' || key == '-' || key == '*' || key == '/') if(prev_key==0) result=atol(arr); i=0;else arr[i++]=key;arr[i]=NULL;

```
if(key == '+' || key == '-' || key == '*' || key == '/')
   calculate(prev_key);
   prev_key=key;
  if(key == '=')
   calculate(prev_key);
   d=(long int)result;
   if(d==result)
    Serial.println(result,0);
   else
    Serial.println(result);
   arr[0]=NULL;
 if(key == 'c')
  Serial.println(" ");
int calculate(char ch)
switch(ch){
 case '+':
 result=result+atol(arr);
 break;
 case '-':
 result=result-atol(arr);
 break;
 case '*':
 result=result*atol(arr);
 break;
 case '/':
 result=result/atol(arr);
  d=1;
  break;
  case 'c':
  result=0;
  arr[0]=NULL;
  i=0;
  prev_key=0;
  break;
  default:
  int j=0;
```

```
Implementation:
D0
1st pin of the keyboard
D1
2nd pin of the keyboard
D2
3rd pin of the keyboard
D3
4th pin of the keyboard
D4
5th pin of the keyboard
D5
6th pin of the keyboard
D6
7th pin of the keyboard
D7
8th pin of the keyboard
D8
Register select pin of LCD (pin 4)
D9
Enable pin of LCD (pin 6)
D10
Data pin 4 (pin 11)
D11
Data pin 4 (pin 11)
D12
Data pin 4 (pin 11)
D13
Data pin 4 (pin 11)
```

+5V

Connected to Vdd pin of LCD (pin 2)

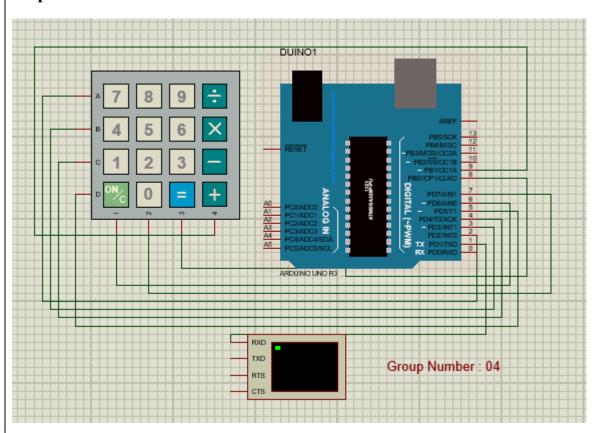
Ground

Connected to Vss, Vee and RW pin of LCD (pin 1, 3 and 5)

Uploaded URL:

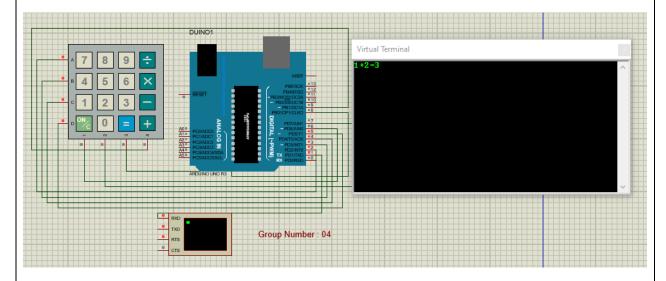
https://drive.google.com/drive/folders/1LbPcekSMqP-5lGg9plPQPL-LhtHwYjBr?usp=sharing

Snapshot:

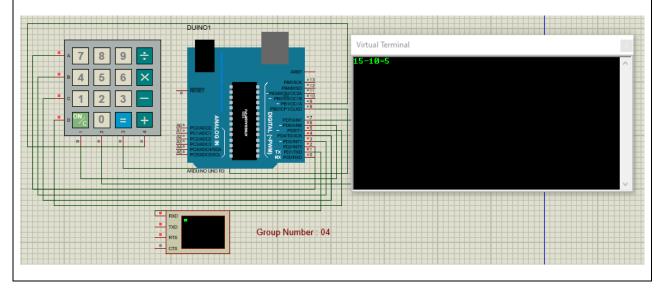


Multiplication: DUINOT Virtual Terminal A7 8 9 A8 9

Addition:



Subtraction:



Learning Outcomes:

- Learned how to interface keypad hardware with arduino
- Learned to Import arduino files and its respective libraries in proteus.
- Learned how to use Keypad.h library.
- Implemented Arduino code to work with keypad and to be used as calculator.

Conclusion:

Successfully Implement Arduino project to perform Arithmetic operations using keypad hardware and keypad.h library.