

```
#include <pic.h>
```

```
__CONFIG( FOSC_HS & WDTE_OFF & PWRTE_OFF & CP_OFF & BOREN_ON &  
LVP_OFF & CPD_OFF & WRT_OFF & DEBUG_OFF);
```

```
#define rs RD2
```

```
#define en RD3
```

```
#define R1 RB0
```

```
#define R2 RB1
```

```
#define R3 RB2
```

```
#define R4 RB3
```

```
#define C1 RB4
```

```
#define C2 RB5
```

```
#define C3 RB6
```

```
#define C4 RB7
```

```
void lcd_init();
```

```
void cmd(unsigned char a);
```

```
void dat(unsigned char b);
```

```
void show(unsigned char *s);
```

```
void lcd_delay();
```

```
unsigned char key();
```

```
void keyinit();
```

```
unsigned char keypad[4][4]={{'7','8','9','/'},{'4','5','6','*'},{'1','2','3','-'},{'C','0','=','+'}};
```

```
unsigned char rowloc,colloc;
```

```
void main()
```

```
{
```

```
    unsigned int i;
```

```
    TRISD=0;
```

```
    lcd_init();
```

```
    keyinit();
```

```
    unsigned char b;
```

```
    cmd(0x80);
```

```
    show(" Enter the Key ");
```

```
    while(1)
```

```
    {
```

```
        cmd(0xc7);
```

```
        b=key();
```

```
        dat(b);
```

```
}  
  
}
```

```
void lcd_init()
```

```
{  
  
    cmd(0x02);  
  
    cmd(0x28);  
  
    cmd(0x0e);  
  
    cmd(0x06);  
  
    cmd(0x80);  
  
}
```

```
void cmd(unsigned char a)
```

```
{  
  
    rs=0;  
  
    PORTD&=0x0F;  
  
    PORTD|=(a&0xf0);  
  
    en=1;  
  
    lcd_delay();  
  
    en=0;  
  
    lcd_delay();  
  
    PORTD&=0x0f;
```

```
PORTD|=(a<<4&0xf0);

en=1;

lcd_delay();

en=0;

lcd_delay();

}
```

```
void dat(unsigned char b)
```

```
{

    rs=1;

    PORTD&=0x0F;

    PORTD|=(b&0xf0);

    en=1;

    lcd_delay();

    en=0;

    lcd_delay();

    PORTD&=0x0f;

    PORTD|=(b<<4&0xf0);

    en=1;

    lcd_delay();

    en=0;

    lcd_delay();

}
```

```
}
```

```
void show(unsigned char *s)
```

```
{
```

```
    while(*s) {
```

```
        dat(*s++);
```

```
    }
```

```
}
```

```
void lcd_delay()
```

```
{
```

```
    unsigned int lcd_delay;
```

```
    for(lcd_delay=0;lcd_delay<=1000;lcd_delay++);
```

```
}
```

```
void keyinit()
```

```
{
```

```
    TRISB=0XF0;
```

```
    OPTION_REG&=0X7F;    //ENABLE PULL UP
```

```
}
```

```
unsigned char key()
```

```

{

PORTB=0X00;

while(C1&&C2&&C3&&C4);

while(!C1||!C2||!C3||!C4) {

    R1=0;

    R2=R3=R4=1;

    if(!C1||!C2||!C3||!C4) {

        rowloc=0;

        break;

    }

    R2=0;R1=1;

    if(!C1||!C2||!C3||!C4) {

        rowloc=1;

        break;

    }

    R3=0;R2=1;

    if(!C1||!C2||!C3||!C4) {

        rowloc=2;

        break;

    }

    R4=0; R3=1;

    if(!C1||!C2||!C3||!C4){

```

```
        rowloc=3;

        break;

    }

}

if(C1==0&&C2!=0&&C3!=0&&C4!=0)

    colloc=0;

else if(C1!=0&&C2==0&&C3!=0&&C4!=0)

    colloc=1;

else if(C1!=0&&C2!=0&&C3==0&&C4!=0)

    colloc=2;

else if(C1!=0&&C2!=0&&C3!=0&&C4==0)

    colloc=3;

while(C1==0||C2==0||C3==0||C4==0);

return (keypad[rowloc][colloc]);

}
```

