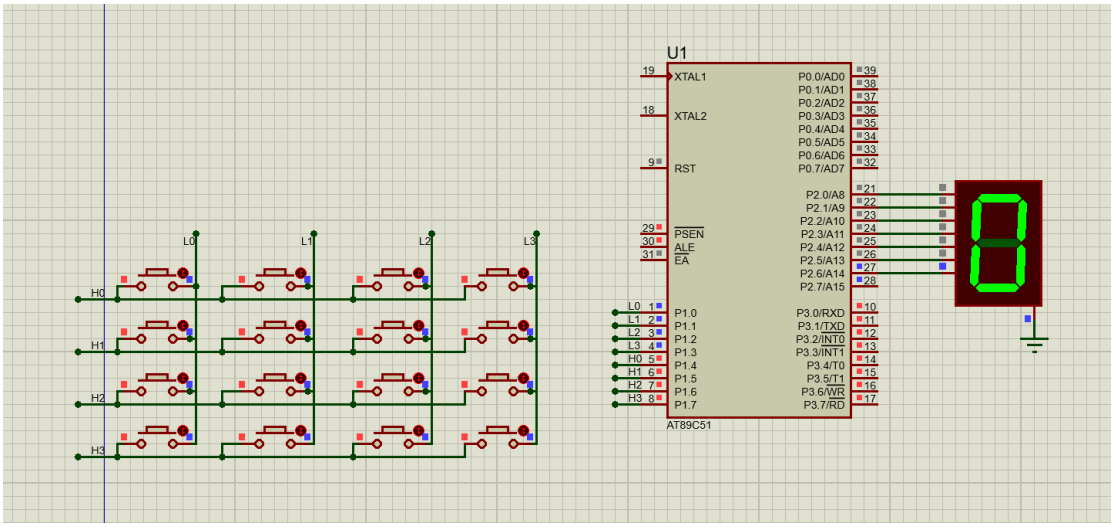

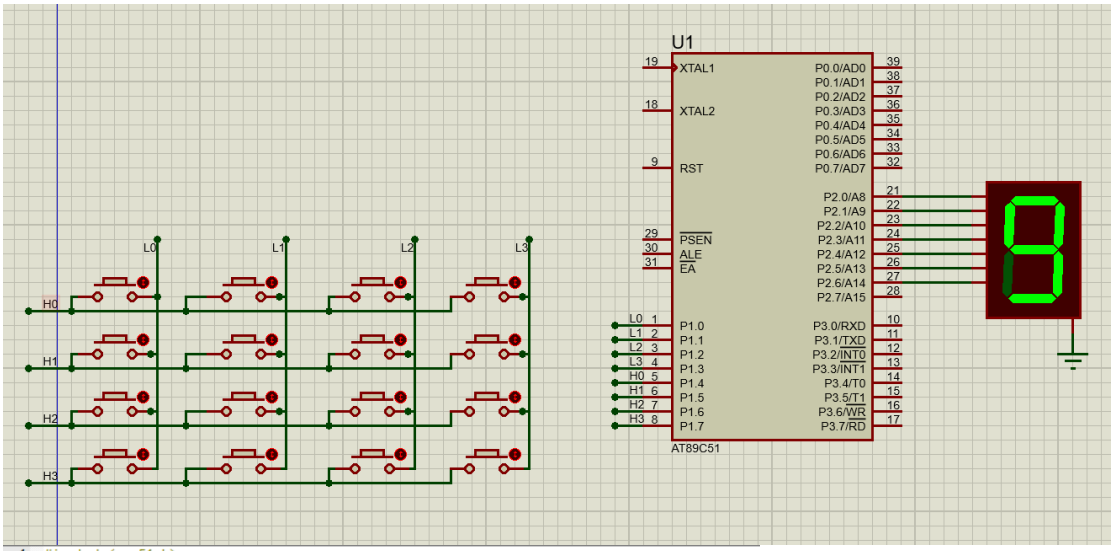


```c
#include<reg51.h>
typedef unsigned char uchar;
typedef unsigned int uint;
sbit WEI = P2^7;

uchar code KEY_TABLE[] =
{ 0xEE, 0xDE, 0xBE, 0x7E,0xED, 0xDD, 0xBD, 0x7D,      /*扫描矩阵键盘1--16的个键值*/
  0xEB, 0xDB, 0xBB, 0x7B,0xE7, 0xD7, 0xB7, 0x77
};
 uchar code TABLE[] =
{  0x3F, 0x06, 0x5B, 0x4F,0x66, 0x6D, 0x7D, 0x07,      /*数码管0--F的值*/
  0x7F, 0x6F, 0x77, 0x7C,0x39, 0x5E, 0x79, 0x71,
};

void delay(uint ms);

void main()
{
  uchar temp, key, key_num;
  WEI = 1;
  P2 = 0x3F;
  WEI = 0;
  while(1)
    {
      P1 = 0xF0;                //行检测
      if (P1 != 0xF0)           //按键是否被按下
        {
          delay(10);            //消抖
          if (P1 != 0xF0)       //再次检测是否按下
          {
            temp = P1;      //将行检测的值先存放在temp变量中
            P1 = 0x0F;      //列检测
            key = temp | P1;//行列检测的值相或，得到按键的位置
            for (key_num = 0; key_num < 16; ++key_num) //循环16位键值
              if (key == KEY_TABLE[key_num] )          //通过KEY_TABLE数组判断哪个键被按下
                break;
            P2 = TABLE[key_num];        //显示数码管值
          }
        }
    }
}

void delay(uint ms)
{
    unsigned int i = 0, j = 0;
    for(i = 0; i < ms; i++)
    for(j = 0; j < 120; j++);
}
```