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//ULuo_2017031611_2019蓝桥杯_1数码管和矩阵键盘*/
/*目标实现：数码管显示秒计时并可通过Key22控制启停*/

#include "main.h"

sbit KL1=P3^0;sbit KL2=P3^1;sbit KL3=P3^2;sbit KL4=P3^3;
sbit KR1=P4^4;sbit KR2=P4^2;sbit KR3=P3^5;sbit KR4=P3^4;
//矩阵键盘IO定义

uint t0Cnt; //定时器t0计数
bit isTimer; //毫秒计数使能
uint keyVal[2]={0,0}; //矩阵键盘值与长短按状态

uchar ledBuff[8]={0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff}; //数码管显示缓存
uchar ledChar[11]={0xC0,0xF9,0xA4,0xB0,0x99,0x92,0x82,0xF8,0x80,0x90,0xbf};
//共阳数码管段码表，10：-

//main主函数
void main()
{
    P2=0xa0;P0=0;P2=0; //关闭外设

    TMOD=0; //开定时器t0并设为模式0 16位自动重载
    TH0=0xfc;TL0=0x66; //1ms@11.0592MHz
    TR0=1;ET0=1;EA=1; //使能t0和中断

    isTimer=1; //毫秒计数使能

    while(1);
}

//led数码管扫描
void ledscan()
{
    static uint i;

    P2=0xe0;P0=0xff;P2=0; //消隐
    P2=0xc0;P0=1<<i;P2=0; //位选
    P2=0xe0;P0=ledBuff[i];P2=0; //段码

    if(i<7)
    {
        i++;
    }
    else
    {
        i=0;
    }
}

//led数码管设置
void led_set(ulong numShow)
{
    uint i;
    uchar buf[8];

    for(i=7;i>0;i--)
    {
        buf[i]=numShow%10;
        numShow/=10;
    }

    for(i=0;i<8;i++)
    {
        if(buf[i]==0)
        {
            ledBuff[i]=0xff;
        }
        else
        {
            break;
        }
    }

    for(i<8;i++)
    {
        ledBuff[i]=ledChar[buf[i]];
    }
}

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//key按键扫描
void keyscan()
{
    static uchar keyState,keyNow; //按键状态机
    uchar kl,kr; //临时行列键值

    //键盘行扫描
    KR1=KR2=KR3=KR4=0; KL1=KL2=KL3=KL4=1;
    if(KL1==0){kl=1;}
    else if(KL2==0){kl=2;}
    else if(KL3==0){kl=3;}
    else if(KL4==0){kl=4;}
    else{kl=5;}

    //键盘列扫描
    KL1=KL2=KL3=KL4=0; KR1=KR2=KR3=KR4=1;
    if(KR1==0){kr=1;}
    else if(KR2==0){kr=2;}
    else if(KR3==0){kr=3;}
    else if(KR4==0){kr=4;}
    else{kr=5;}

    keyNow=kl*10+kr; //更新扫描键值

    //矩阵键盘状态机
    switch(keyState)
    {
        case 0: //闲置
        {
            if(keyNow!=55) {keyState=1;} //按下
            }break;
        case 1: //消抖
        {
            if(keyNow!=55)
            {
                keyVal[0]=keyNow;keyVal[1]=0; //返回短按
                keyState=2;
            }
            else {keyState=0;} //认为误触
            }break;
        case 2: //消抖后
        {
            if(keyNow==55) {keyState=0;}
            }break;
            default:keyState=0;break;
        }
    }
}

void t0Server() interrupt 1 //T0:1ms
{
    static uint keyTimeCnt;
    static ulong cntCnt;

    //每30ms矩阵键盘扫描
    if(++keyTimeCnt==30)
    {
        keyTimeCnt=0;
        keyscan();
    }

    //毫秒表
    if(isTimer==1)
    {
        if(cntCnt==99999999)
        {
            cntCnt=0;
        }
        else
        {
            led_set(cntCnt/1000);
            ledBuff[0]=ledChar[cntCnt/10]; ledBuff[1]=ledChar[cntCnt/100];
            cntCnt++;
        }
    }

    //矩阵键盘响应服务
    if(keyVal[0]==22 && keyVal[1]==0)
    {
        if(isTimer==0){isTimer=1;}
        else{isTimer=0;}
        keyVal[0]=keyVal[1]=0; //按键复位
    }
    ledscan();
}

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