

Keypad Interfacing with MSP430

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1 Introduction

This report presents the implementation of a 4x4 keypad interfaced with the MSP430 microcontroller. The program initializes GPIO pins for keypad rows and columns, configures pull-up resistors, and scans for key presses. A schematic of the circuit is attached for reference.

2 Schematic

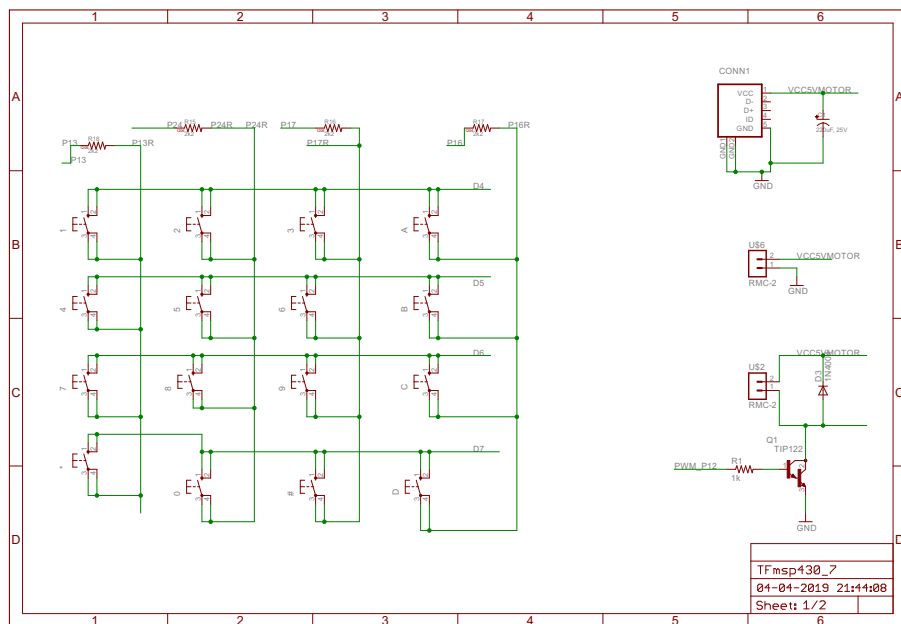


Figure 1: Keypad Interfacing Circuit with MSP430

3 Source Code

```
1 #include <msp430.h>
2
3 void key();
4
5 /* Function to initialize keypad GPIO pins */
6 void key()
7 {
8     P1DIR |= BIT0;
9
10    P1DIR |= (BIT6|BIT7|BIT3); // P1.6, P1.7, P1.3 as output
11    P2DIR |= BIT4;           // P2.4 as output
12
13    P2DIR &= ~(BIT5|BIT6);    // P2.5, P2.6 as input
14    P3DIR &= ~(BIT1|BIT2);    // P3.1, P3.2 as input
15    P2REN |= (BIT5|BIT6);    // enable P2.5, P2.6 pull-up/
16    down
17    P3REN |= (BIT1|BIT2);    // enable P3.1, P3.2 pull-up/
18    down
19    P2OUT |= (BIT5|BIT6);    // pull-up
20    P3OUT |= (BIT1|BIT2);    // pull-up
21 }
22
23 int main(void)
24 {
25     WDTCTL = WDTPW | WDTHOLD; // stop watchdog timer
26     PM5CTL0 &= ~LOCKLPM5;
27
28     key(); // Initialize keypad
29
30     while(1)
31     {
32         P1OUT &= ~BIT3;
33         P2OUT |= BIT4;
34         P1OUT |= BIT7;
35         P1OUT |= BIT6;
36
37         if(!(P3IN & BIT2)) // D4 key pressed
38         {
39             P1OUT ^= BIT0; // Toggle LED
40             __delay_cycles(100000); // Debounce delay
41             key(); // Re-initialize keypad
42         }
43     }
44 }
```

Listing 1: MSP430 Keypad Interfacing Code

4 Working Principle

- Rows and columns of the keypad are connected to MSP430 GPIO pins.
- Internal pull-up resistors keep inputs high when no key is pressed.
- The microcontroller drives row lines low one at a time and checks the column inputs to detect which key is pressed.
- When key D4 is pressed, the LED connected to P1.0 toggles.

5 Conclusion

The above implementation demonstrates a simple keypad scanning method using GPIO configurations on the MSP430. It can be extended to read all keys, debounce inputs, and interface with LCD or other peripherals.