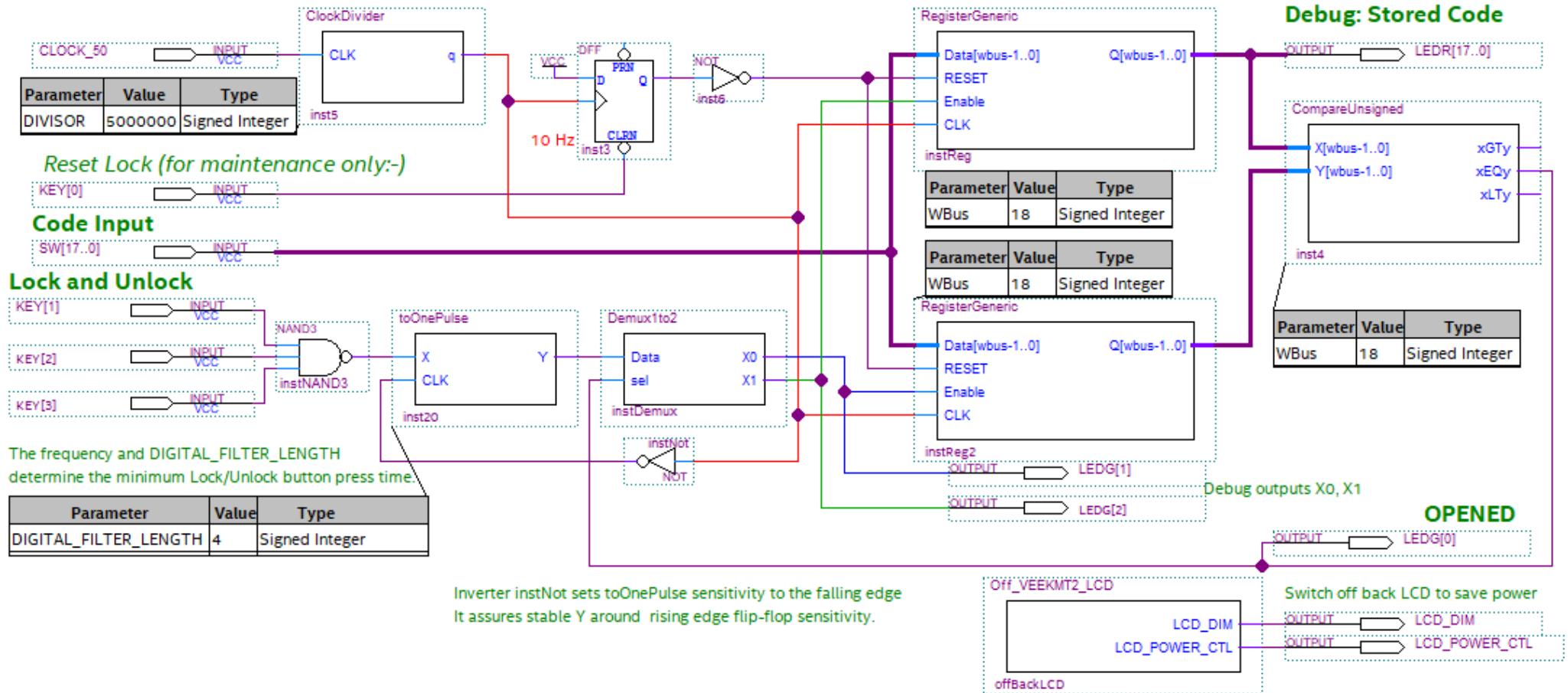


Exercise 2: Lock&Key V2 circuit

We will build on the 2nd exercise:



Improve his wiring:

1. Add indication 1 (open) - (closed) on the 7-segment display HEX0[6..0].
2. Insert the Lcd16x2Text module with your name.

Instructions for locking or unlocking are similar to hotel safes

- If the green LEDG[0] is lit, the safe is unlocked.
- **Lock:** Set the lock code on the SW slide switches and press any KEY button from the three on the left, i.e., from KEY[1] to KEY[3] for 0.5 seconds. LEDG[0] will go off to indicate lockout. Change the code on the switches so that no one knows it. The code is shown on the row of red LEDs for debugging reasons.
- **Unlocking:** Set the correct code on the SW slide switches and press any KEY button of the three on the left, i.e., KEY[1] to KEY[3] for 0.5 seconds. The LEDG[0] lights up to indicate opening.
- **Maintenance Reset:** Press KEY[0] - left button to unlock the lock.

