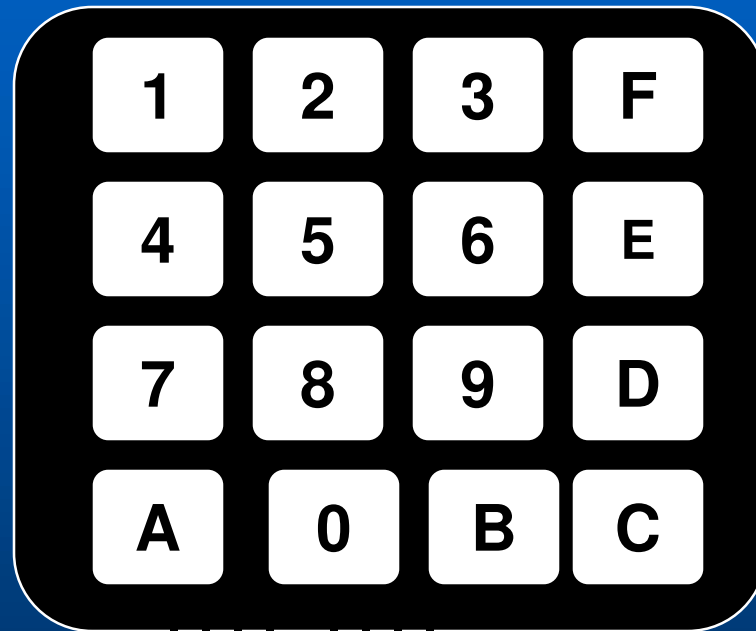


# Decoding and Using a 4x4 Keyboard

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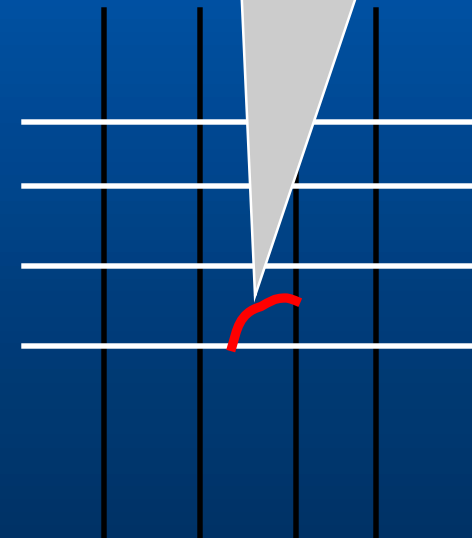


# The Keyboard



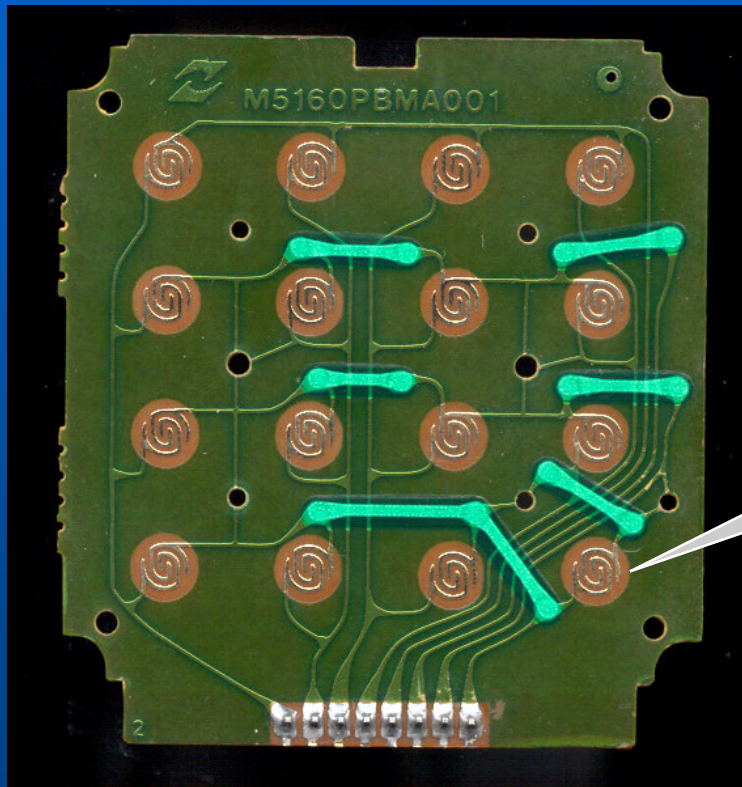
8 lines corresponding to  
4 rows and 4 columns

By Pressing a button you  
connect one of the white  
lines to one of the black  
lines. *But you don't  
know which.*





# The PCB of the Key-Board



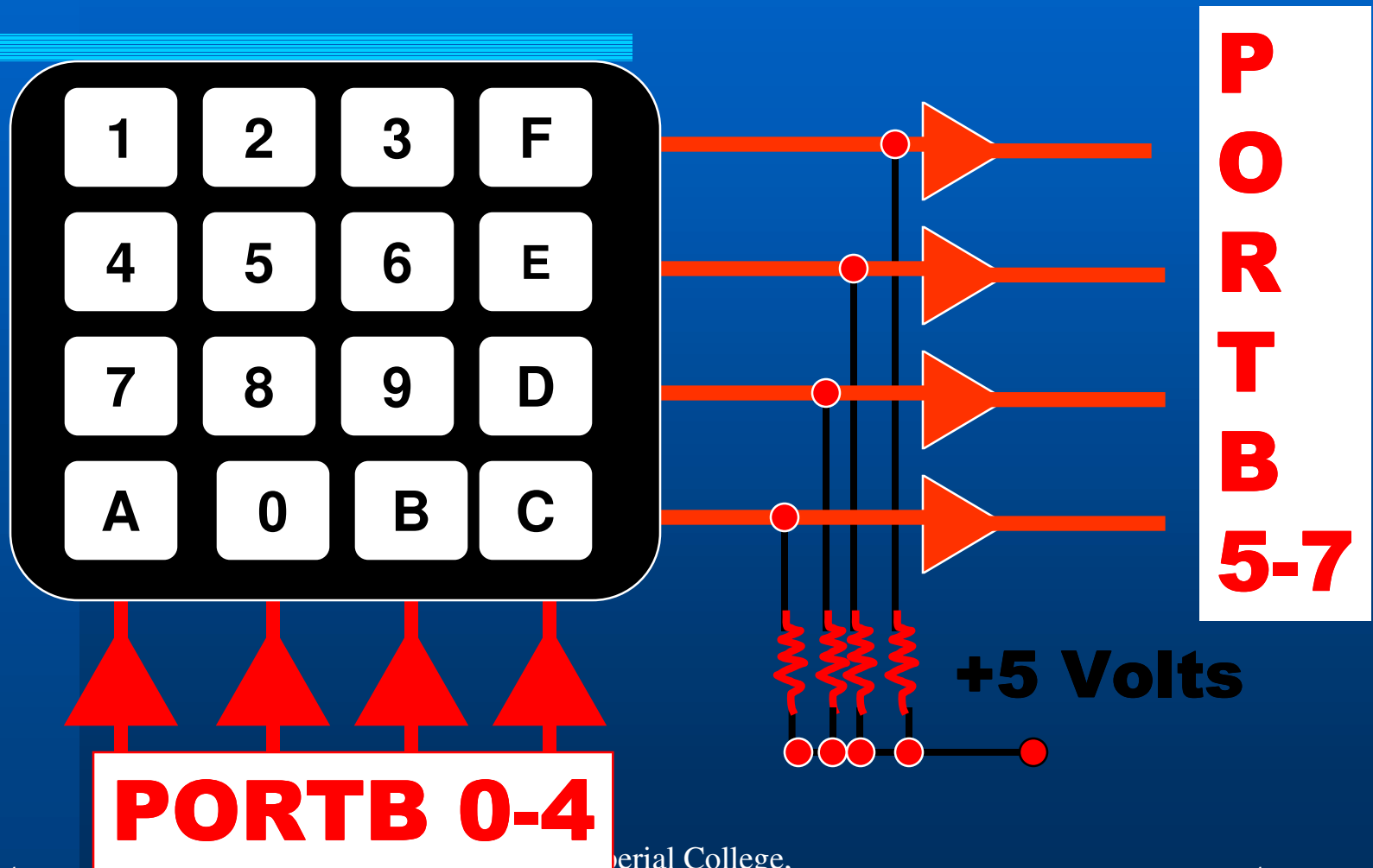
*From this picture you  
get an idea of what exactly  
happens in the keyboard.*

IT IS ALL PASSIVE: No  
ICs no Transistors

**The buttons as you may  
guess connect one row  
with one column !!!!**



# Decoding the Key-Board



[illegible]

Notice that each pin in PORTB is different !!



# How to configure PORTB

**(1) Configure PORTB 5-7 as inputs  
and PORTB 0-4 as outputs  
(DDRB: \$0F)**

**(2) Set the PORT REGISTERS  
in such a way so that the  
inputs have pull up resistors  
and the outputs drive low  
(PORTB: \$F0)**



# Task Plan I

**Write a routine that decodes the key on the 4x4 Keyboard and tells you what key was pressed on the LCD display**

**But first you need to know exactly what does the keyboard do internally**

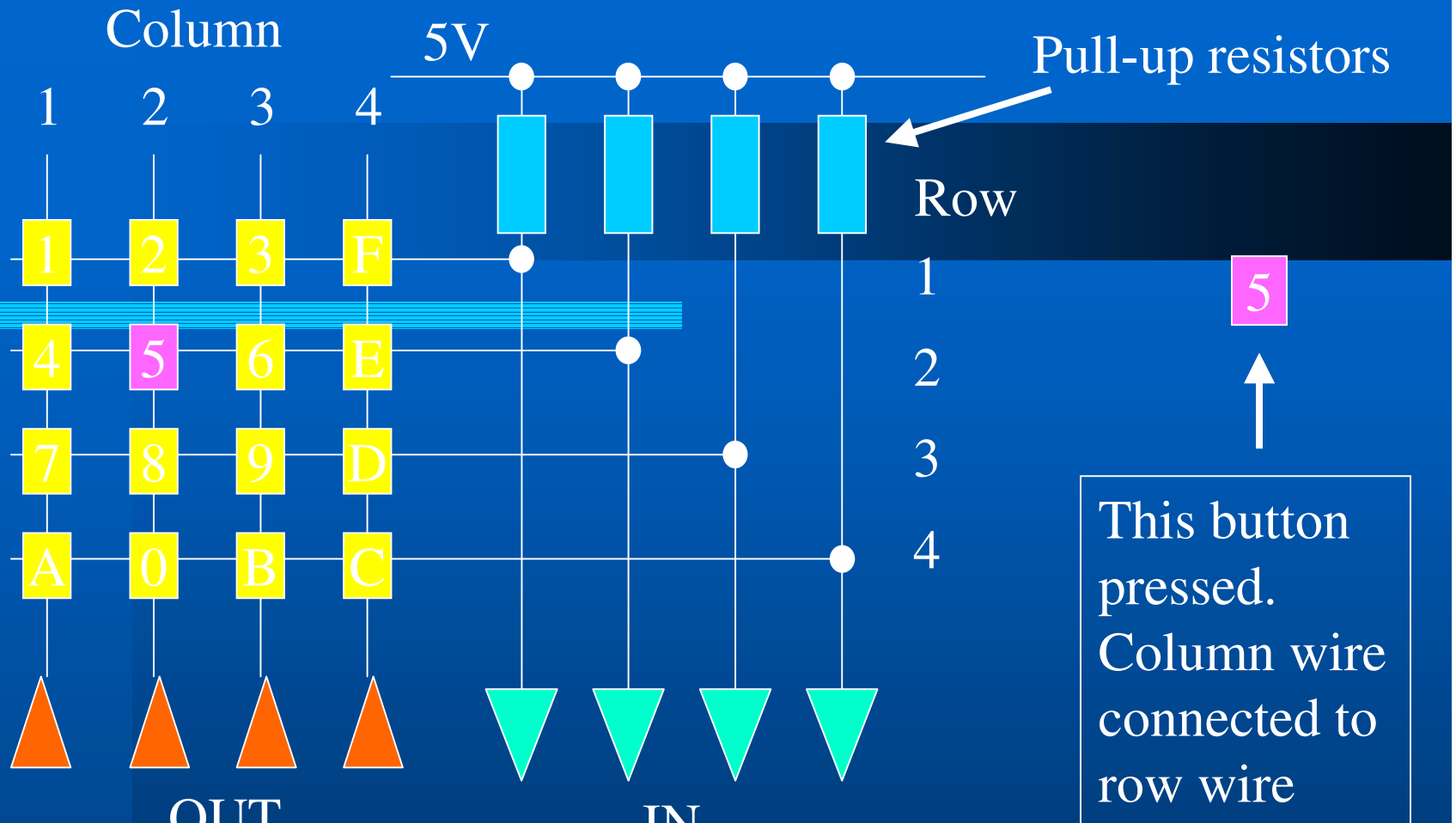


# Task Plan II

**STEP1:** Set the pullup resistors on the 4 bits of port B and connect the 4 pins of the keyboard (through resistor packs). At this point the 4 lines of the keyboard are held high by the pullup resistors (your LEDs should be dark).

**STEP2:** Connect the rest of keyboard pins to 4 PORTB pins (resistor packs).

**STEP3:** Push a keyboard button and have a program that drives the PORTB outputs low one at a time (1110,1101,1011,0111). This should tell you which Pin does is connected with which when you press that button.



OUT					IN	row wire			
0	0	0	0	➡	1	0	1	1	Row 2 Pressed, Col ?
1	1	0	1	➡	1	1	1	1	Not Col 3
1	0	1	1	➡	1	0	1	1	Found column = 2



# Keyboard $\Leftrightarrow$ ATmega103 Port

**We need a reliable setup where the ATmega103 interprets relatively fast any key pressed on the keyboard .**

**Noice that the microprocessor is faster than Your finger and can 'see' the bouncing up And down that result when you press the a button of the keyboard. So you need to check if what you read is stable**

## **Two questions:**

- (1) What type of hardware setup do we need ?**
- (2) What kind of driver software do we need ?**