#include<Keypad.h>

#include <stdio.h>

#include <string.h>

#include<time.h>

#include "DS1302.h"

#include "LiquidCrystal.h"

#define LED1 A0

#define LED2 A1

#define LED3 A2

const byte ROWS = 4;

const byte COLS = 4;

char keys[ROWS][COLS] = {

{'1', '2', '3', '+'},

{'4', '5', '6', '-'},

{'7', '8', '9', 'C'},

{'\*', '0', '=', '/'}

};

byte rowPins[ROWS] = {7, 6, 5, 4};

byte colPins[COLS] = {3, 2, A3, A4};

LiquidCrystal lcd(13, 12, 11, 10, 9, 8);//设置接口

// Created instances

Keypad myKeypad = Keypad(makeKeymap(keys), rowPins, colPins, ROWS, COLS);

int firstNum ;

int secondNum ;

int result ;

int my\_result;

int flag=0;

int led\_num;

char operatr = ' ';

void setup() {

randomSeed(analogRead(A5));

pinMode(LED1,OUTPUT); //定义LED为输出引脚

pinMode(LED2,OUTPUT); //定义LED为输出引脚

pinMode(LED3,OUTPUT); //定义LED为输出引脚

Serial.begin(9600);//设置串口波特率为9600

lcd.begin(16,2);

lcd.clear(); //清屏

delay(1000); //延时1000ms

coolshow();

lcd.clear(); //清屏

}

void coolshow(){

lcd.setCursor(0, 0) ; //设置光标位置为第1行第1个位置

lcd.print(" A"); //使屏幕显示文字

delay(1000);

lcd.print("M"); //使屏幕显示文字

delay(1000);

lcd.print("A"); //使屏幕显示文字

delay(1000);

lcd.print("Z"); //使屏幕显示文字

delay(1000);

lcd.print("I"); //使屏幕显示文字

delay(1000);

lcd.print("N"); //使屏幕显示文字

delay(1000);

lcd.print("G"); //使屏幕显示文字

lcd.setCursor(0, 1) ;

lcd.print(" Counting Test!"); //使屏幕显示文字Button OFF

delay(5000);

}

void setLed(int num){

if(num==3){

digitalWrite(LED1,HIGH);

digitalWrite(LED2,HIGH);

digitalWrite(LED3,HIGH);

}else if(num==2){

digitalWrite(LED1,LOW);

digitalWrite(LED2,HIGH);

digitalWrite(LED3,HIGH);

}else if(num==1){

digitalWrite(LED1,LOW);

digitalWrite(LED2,LOW);

digitalWrite(LED3,HIGH);

}else{

digitalWrite(LED1,LOW);

digitalWrite(LED2,LOW);

digitalWrite(LED3,LOW);

}

}

void gennerator(){

srand((unsigned)time(NULL));

int level=99;

int x=random(level)+1;

int y=random(level)+1;

int m=random(9)+1;

int n=random(9)+1;