

```

/*
 * LCD_Keyb.c
 *
 * Created: 7/10/2015 10:18:44 pm
 * Author : Dimitrios Porlidas
 */

/*
                                     LCD 2x16 with keyboard 4x4 and 8 buttons
                                     PC160LRS-QWB-B (with GREEK characters)
                                     www.porlidas.gr
 */

#include "LCD_2x16.h"

unsigned char i3;                                     //(Buttons)

//unsigned char matrix[] = {}                       //(LCD)

int main (void)
{
    DDRA = 0b00001111;                               //Port A upper inputs, lower outputs (keyboard)
    PORTA = 0b11111111;                              //Enable pull up resistors on inputs, send 1 to outputs (keyboard)
    DDRB = 0b11111111;                              //Port B outputs (LCD)
    DDRC = 0b00000000;                              //Port C inputs (buttons)
    PORTC = 0b11111111;                              //Enable pull up resistors (buttons)

    InitLCD ();                                     //Start up (LCD)

    3 = 0x2F;                                       //Set up button function, 0 or 1 button start write LCD 0 (buttons)

    while (1)
    {
        Keyb ();                                   //Check keyboard
        Buttons ();                               //Check Buttons
        // Writeln (xxxx)                         //Send instruction, see LCD_2x16.h (LCD)
        // SetCu (xx)                             //Send cursor to a specific address 0-80 (LCD)
        // Writeln (x)                           //Send ASCII characters, see LCD_2x16.h (LCD)
        // TypeLogo (matrix);                     //Send ASCII characters matrix, see LCD_2x16.h (LCD)
    }
}

```