#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;