



SCORE BOARD

Awais Ahmed (Fritzing)
Haffiz Sohaib Faruqi (Proteus)
Fahad Iqbal Ahmed (Hardware)

Hamdard Institute of Engineering & Technology
Hamdard University
Karachi, Pakistan

December 17, 2015

I. Objectives

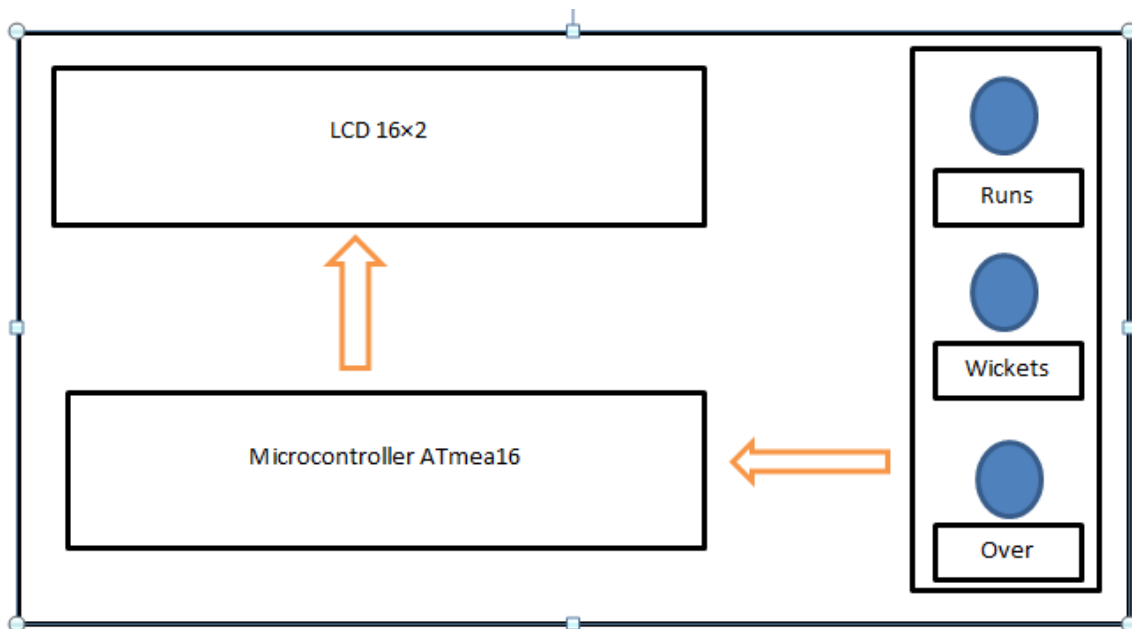
Our objective is to design this scoreboard, which operates manual buttons that aid in these small scale tournaments of the cricket match. In order for the scoreboard to be effective, it needs to be affordable, portable and versatile in terms of sport it can accommodate and how it can be controlled.

#	Component Name	Model	Price (PKR)
1	Microcontroller	ATMega16	270
2	LCD	CharacterLCd Module	325
3	Switches	Mini Push Button	35
Total			630

II. Need Statement:

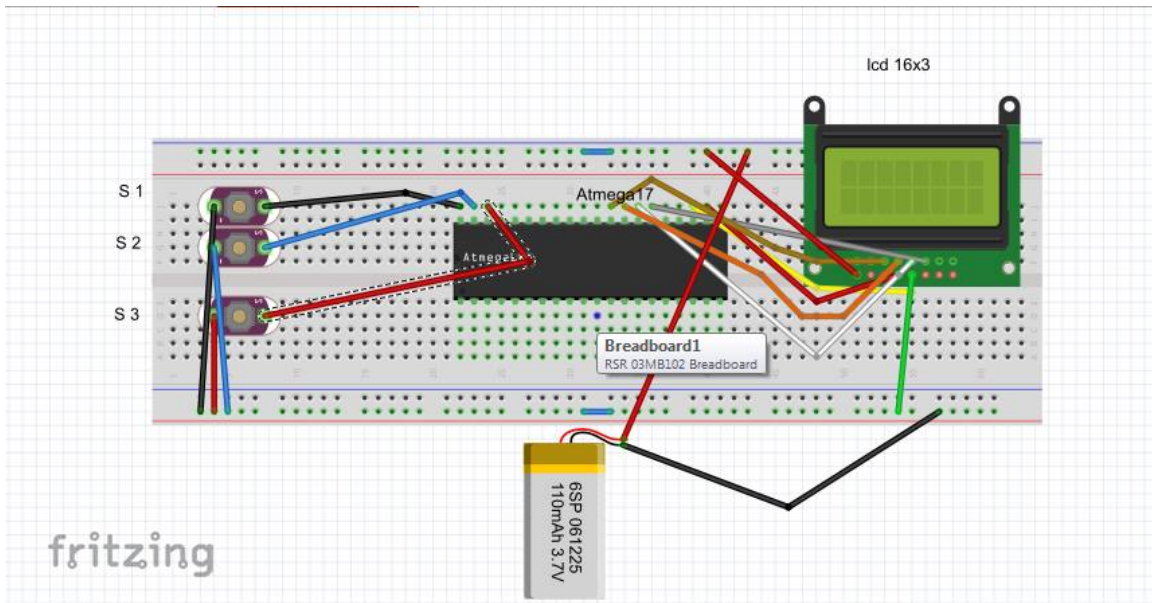
As stated in the objectives above, the biggest need is to develop a cost effective scoreboard (preferably with a parts cost Rs 630). That will be used for recreational tournaments, intra-mural games and also small scale competitive games.

III. Block Diagram



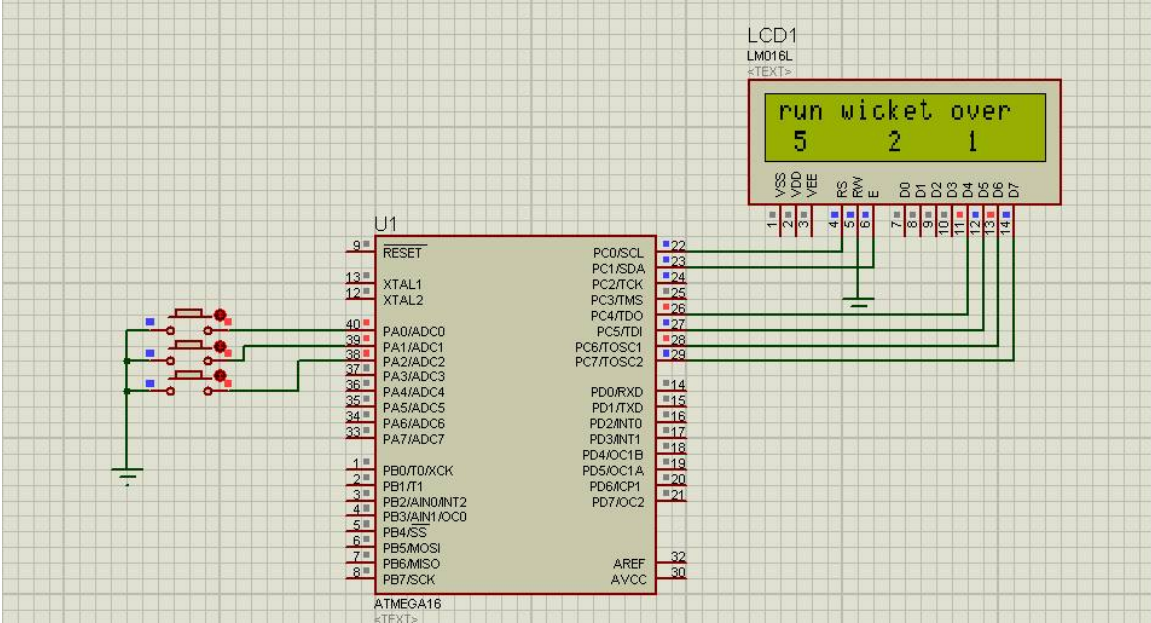
IV. Diagram

Embed diagram from Fritzing and describe interconnections.



V. Simulation Model

Embed Proteus model here.



VI. Program Code

```
#include <mega16.h>    //Header file of ATmega16 Microcontroller
#include <alcd.h>      //Header file of Alpha Numeric LCD
#include <delay.h>
unsigned char data,data1,data2;
void main(void)
{
    lcd_init(16);      //Initialize LCD of 16 matrix per line
    lcd_clear();      //Clear LCD
    PORTA.0=1;
    PORTA.1=1;
    PORTA.2=1;
    lcd_gotoxy(0,0);   //Move cursor to position x,y = 0,1
    lcd_putsf("run");  //Put String on LCD screen
    lcd_gotoxy(4,0);   //Move cursor to position x,y = 0,1
    lcd_putsf("wicket"); //Put String on LCD screen
    lcd_gotoxy(11,0);  //Move cursor to position x,y = 0,1
    lcd_putsf("over"); //Put String on LCD screen
    while(1)
    {
        if(PINA.0 == 0)
        {
            lcd_gotoxy(1,1); //Move cursor to position x,y = 0,0
            data++;
            lcd_putchar(data+0x30); //Put character 'a' on LCD screen
            delay_ms(1000);
        }
        if(PINA.1 == 0)
        {
            lcd_gotoxy(7,1); //Move cursor to position x,y = 0,0
            data1++;
            lcd_putchar(data1+0x30); //Put character 'a' on LCD screen
            delay_ms(1000);
        }

        if(PINA.2 == 0)
        {
            lcd_gotoxy(12,1); //Move cursor to position x,y = 0,0
            data2++;
            lcd_putchar(data2+0x30); //Put character 'a' on LCD screen
            delay_ms(1000);
        }
    }
}
```

VII. Photoshot
Group Members

