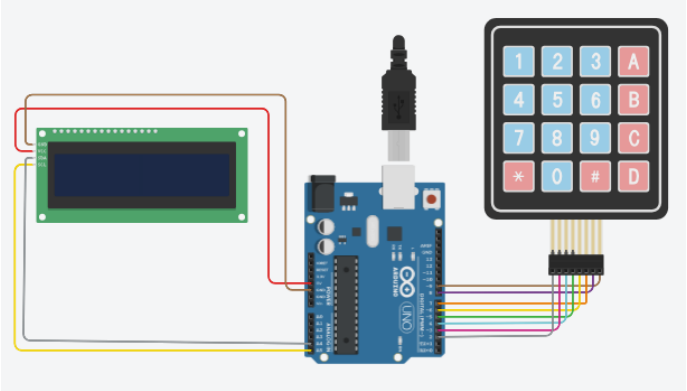
Χρήση Keypad 4x4 με οθόνη LCD.




```
#include <Keypad.h>
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

const byte ROWS = 4; //the four rows of the keypad
const byte COLS = 4; //the four columns of the keypad

int led = 13;
int cursorColumn = 0;
LiquidCrystal_I2C lcd(0x27, 16, 2);



char keys[ROWS][COLS] = {
  {'1','2','3','A'},
  {'4','5','6','B'},
  {'7','8','9','C'},
  {'*','0','#','D'}
};

byte rowPins[ROWS] = {9, 8, 7, 6}; //to connect to the row pins of the keypad
byte colPins[COLS] = {5, 4, 3, 2}; //to connect to the column pins of the keypad

//Create the keypad as an object
Keypad keypad = Keypad( makeKeymap(keys), rowPins, colPins, ROWS, COLS );

void setup(){

  lcd.init(); // initialize the lcd
  lcd.backlight();

  Serial.begin(9600);
  pinMode(13, OUTPUT);
  digitalWrite(led, LOW);
}
```

```
void loop(){
  char key = keypad.getKey();// Read the key

  // Print the key if pressed
  if (key){
    Serial.print("Key Pressed : ");
    Serial.println(key);

  }
  if (key == '1') {
      digitalWrite(led, HIGH);
      delay(1000);
      digitalWrite(led, LOW);
  }
    if (key) {
    lcd.setCursor(cursorColumn, 0); // move cursor to   (cursorColumn, 0)
    lcd.print(key);                 // print key at (cursorColumn, 0)

    cursorColumn++;                 // move cursor to next position
    if(cursorColumn == 16) {        // if reaching limit, clear LCD
      lcd.clear();
      cursorColumn = 0;
    }
  }
}
```