#include <Servo.h>

#include <Keypad.h>

Servo ServoMotor;

char\* password = "953"; // change the password here, pick any 3 numbers

int position = 0;

const byte ROWS = 4;

const byte COLS = 4;

char keys[ROWS][COLS] = {

{'1','2','3','A'},

{'4','5','6','B'},

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

{'\*','0','#','D'}

};

byte rowPins[ROWS] = { 8, 7, 6, 9 };

byte colPins[COLS] = { 5, 4, 3, 2 };

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

int RedpinLock = 12;

int GreenpinUnlock = 13;

void setup()

{

ServoMotor.attach(11);

LockedPosition(true);

}

void loop()

{

char key = keypad.getKey();

if (key == '\*' || key == '#')

{

position = 0;

LockedPosition(true);

}

if (key == password[position])

{

position ++;

}

if (position == 3)

{

LockedPosition(false);

}

delay(100);

}

void LockedPosition(int locked)

{

if (locked)

{

digitalWrite(RedpinLock, HIGH);

digitalWrite(GreenpinUnlock, LOW);

ServoMotor.write(11);

}

else

{

digitalWrite(RedpinLock, LOW);

digitalWrite(GreenpinUnlock, HIGH);

ServoMotor.write(90);

}

}