Experiment 2: Interfacing basic 4x4 keypad with Arduino.

Objective: Interfacing Arduino digital ports with 4x4 keypad and use of serial monitor for value cross checking.

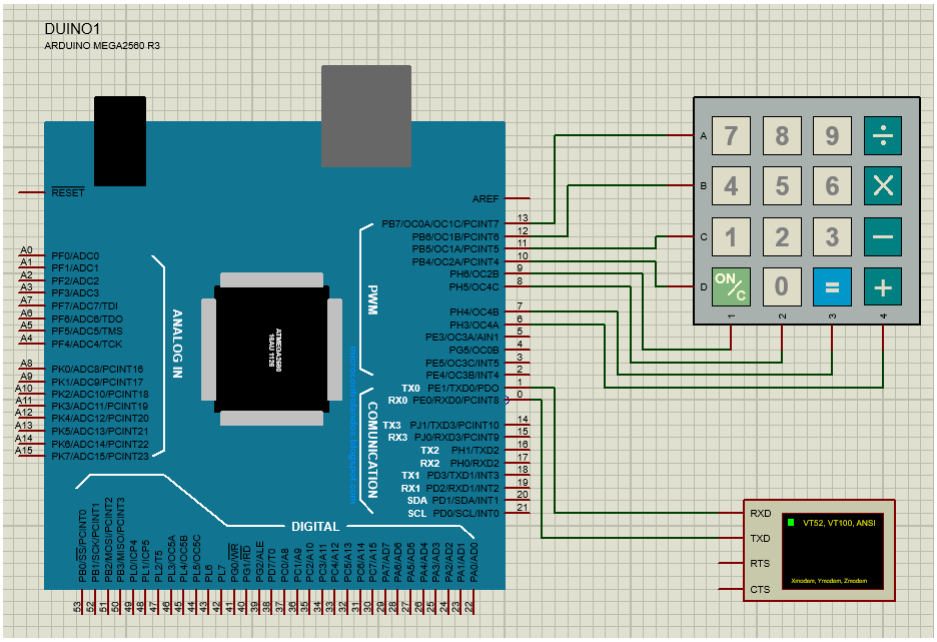
Description: The Keypad library allows your Arduino to read a matrix type keypad. You can scavenge these keypads from old telephones or you can get them from almost any electronics parts store. They come in 3x4, 4x4 and various other configurations with words, letters and numbers written on the keys. This library is capable of supporting all of those.

You can pretty much connect your keypad to any pins you would like. Be careful not to use the serial pins (0 and 1) if you are using them for communication.

If key presses seem to take a long time to show up then you are probably using long delay ()'s in your code. The same thing can happen if you use too many small delay()s like delay(10).

Make sure you understand the pin mappings and have the keypad wired up to match. If you wired the pins incorrectly (and already soldered them in) then you may be able to fix it by redefining the pins and/or keymap to make your keypad work.

Design:



Exercises:

- Design a simple calculator using Arduino and available keypad.
- Design a system to show values of a POT in Serial Monitor.