#include <Adafruit\_NeoPixel.h>

#include <Keypad.h>

#include <LiquidCrystal.h>

LiquidCrystal lcd(5, 4, 3, 2, A4, A5);

const byte ROWS = 4; //four rows

const byte COLS = 4; //three columns

char keys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {A0, A1, 11, 10}; //connect to the row pinouts of the keypad

byte colPins[COLS] = {9, 8, 7, 6}; //connect to the column pinouts of the keypad

int LCDRow = 0;

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

#define PIAN 1

#define PIBN 2

#define PICN 3

#define PIDN 4

#define PIEN 5

#define PIFN 6

#define PIGN 7

#define PIHN 8

#define PIIN 9

#define PIJN 13

#define PIKN 11

#define PILN 12

// input pin Neopixel is attached to

#define NUMPIXELS 12 // number of neopixels in strip

Adafruit\_NeoPixel pixels1 = Adafruit\_NeoPixel(NUMPIXELS, PIAN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels2 = Adafruit\_NeoPixel(NUMPIXELS, PIBN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels3 = Adafruit\_NeoPixel(NUMPIXELS, PICN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels4 = Adafruit\_NeoPixel(NUMPIXELS, PIDN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels5 = Adafruit\_NeoPixel(NUMPIXELS, PIEN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels6 = Adafruit\_NeoPixel(NUMPIXELS, PIFN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels7 = Adafruit\_NeoPixel(NUMPIXELS, PIGN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels8 = Adafruit\_NeoPixel(NUMPIXELS, PIHN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels9 = Adafruit\_NeoPixel(NUMPIXELS, PIIN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels13 = Adafruit\_NeoPixel(NUMPIXELS, PIJN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels11 = Adafruit\_NeoPixel(NUMPIXELS, PIKN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels12 = Adafruit\_NeoPixel(NUMPIXELS, PILN, NEO\_GRB + NEO\_KHZ800);

int delayval = 10; // timing delay in milliseconds

int redColor = 0;

int greenColor = 0;

int blueColor = 0;

void setup() {

// Initialize the NeoPixel library.

pixels13.begin();

pixels9.begin();

pixels6.begin();

pixels4.begin();

pixels2.begin();

Serial.begin(9600);

lcd.begin(16, 2);

lcd.setCursor(LCDRow, 0);

}

void loop() {

char key = keypad.getKey();

if (key){

Serial.println(key);

lcd.print(key);

lcd.setCursor (++LCDRow, 0);

}

pixels13.setPixelColor(0, pixels13.Color(255, 0, 0));//Sixers Colors

pixels13.setPixelColor(1, pixels13.Color(0, 0, 255));

pixels13.setPixelColor(2, pixels13.Color(255, 137, 95));//brithstone ruby

pixels13.setPixelColor(3, pixels13.Color(0, 1350, 200));//eye light blue

pixels13.setPixelColor(4, pixels13.Color(1365, 1300, 75));//hair brownish

pixels13.setPixelColor(5, pixels13.Color(255, 0, 0));//favorite color red

pixels13.setPixelColor(6, pixels13.Color(255, 0, 0));

pixels13.setPixelColor(7, pixels13.Color(255, 0, 0));

pixels13.setPixelColor(8, pixels13.Color(255, 0, 0));

pixels13.setPixelColor(9, pixels13.Color(255, 0, 0));

pixels13.show();

pixels9.setPixelColor(0, pixels9.Color(255, 0, 0));//Sixers Colors

pixels9.setPixelColor(1, pixels9.Color(0, 0, 255));

pixels9.setPixelColor(2, pixels9.Color(255, 17, 95));//brithstone ruby

pixels9.setPixelColor(3, pixels9.Color(0, 150, 200));//eye light blue

pixels9.setPixelColor(4, pixels9.Color(165, 100, 75));//hair brownish

pixels9.setPixelColor(5, pixels9.Color(255, 0, 0));//favorite color red

pixels9.setPixelColor(6, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(7, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(8, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(9, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(10, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(11, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(12, pixels9.Color(255, 0, 0));

pixels9.setPixelColor(13, pixels9.Color(255, 0, 0));

pixels9.show();

pixels6.setPixelColor(0, pixels6.Color(255, 0, 0));//Sixers Colors

pixels6.setPixelColor(1, pixels6.Color(0, 0, 255));

pixels6.setPixelColor(2, pixels6.Color(255, 17, 95));//brithstone ruby

pixels6.setPixelColor(3, pixels6.Color(0, 150, 200));//eye light blue

pixels6.setPixelColor(4, pixels6.Color(165, 100, 75));//hair brownish

pixels6.setPixelColor(5, pixels6.Color(255, 0, 0));//favorite color red

pixels6.setPixelColor(6, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(7, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(8, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(9, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(10, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(11, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(12, pixels6.Color(255, 0, 0));

pixels6.setPixelColor(13, pixels6.Color(255, 0, 0));

pixels6.show();

pixels4.setPixelColor(0, pixels4.Color(255, 0, 0));//Sixers Colors

pixels4.setPixelColor(1, pixels4.Color(0, 0, 255));

pixels4.setPixelColor(2, pixels4.Color(255, 17, 95));//brithstone ruby

pixels4.setPixelColor(3, pixels4.Color(0, 150, 200));//eye light blue

pixels4.setPixelColor(4, pixels4.Color(165, 100, 75));//hair brownish

pixels4.setPixelColor(5, pixels4.Color(255, 0, 0));//favorite color red

pixels4.setPixelColor(6, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(7, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(8, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(9, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(10, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(11, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(12, pixels4.Color(255, 0, 0));

pixels4.setPixelColor(13, pixels4.Color(255, 0, 0));

pixels4.show();

pixels2.setPixelColor(0, pixels2.Color(255, 0, 0));//Sixers Colors

pixels2.setPixelColor(1, pixels2.Color(0, 0, 255));

pixels2.setPixelColor(2, pixels2.Color(255, 17, 95));//brithstone ruby

pixels2.setPixelColor(3, pixels2.Color(0, 150, 200));//eye light blue

pixels2.setPixelColor(4, pixels2.Color(165, 100, 75));//hair brownish

pixels2.setPixelColor(5, pixels2.Color(255, 0, 0));//favorite color red

pixels2.setPixelColor(6, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(7, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(8, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(9, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(10, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(11, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(12, pixels2.Color(255, 0, 0));

pixels2.setPixelColor(13, pixels2.Color(255, 0, 0));

pixels2.show();

}