include <Keypad.h>

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

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, 13, 10}; //connect to the row pinouts of the keypad

byte colPins[COLS] = {9, 8, 7, 1}; //connect to the column pinouts of the keypad

int LCDRow = 0;

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

void setup(){

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);

}

}