#include <Keypad.h>

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 10, 9, A4, A5);

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 colPins[COLS] = { 18,19,20,21 }; // Pins connected to C1, C2, C3, C4

byte rowPins[ROWS] = { A0,A1,16,17 }; // Pins connected to R1, R2, R3, R4

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 != NO\_KEY) {

lcd.print(key);

lcd.setCursor (++LCDRow, 0);

}

}