

safe LCD + KEYPAD + PASSWORD

```
#include <LiquidCrystal.h>

#include <Keypad.h>

int a=0, b=0, c=0, d=0;

int var=0;

int C1=1,C2=2,C3=3,C4=4;

char f='*';

int vezes=0,incorrecto=0;

int aviso=3;

const byte filas = 4;

const byte columnas = 4;

char tecla[filas][columnas] = {

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

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

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

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

};

byte pinFilas[filas] = {7, 6, 5, 4};

byte pinColumnas[columnas] = {3, 2, 1, 0};

Keypad keypad = Keypad( makeKeymap(tecla), pinFilas, pinColumnas, filas, columnas );

LiquidCrystal lcd(8,9,10,11,12,13); //D7,D6,D4,E,RS

void setup(){

    lcd.begin(16,2);

    pinMode(A0,OUTPUT);

    pinMode(A1,OUTPUT);

}

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void loop(){

    char key = keypad.getKey();

    if(!key)
```

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```
{  
  lcd.setCursor(0,0),lcd.print("enter a Password");  
}
```

```
if (key){  
  lcd.setCursor(6+var,1);  
  lcd.print(key),lcd.setCursor(6+var,1),lcd.print(f);  
  key=key-48; //שלמים למספרים char המרת/  
  var++;
```

```
switch(var){  
  case 1:  
    key=a // אחסן את הספרה הראשונה לסיסמה  
    break;
```

```
  case 2:  
    b=key;
```

```
  case 3:  
    c=key;  
    break;
```

```
  case 4:  
    d=key;  
    delay(100);
```

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// אם הסיסמה נכונה

אז במעבר לעיל לאמור זהים אם a, b, c, d {a==C1 && b==C2 && c==C3 && d==C4} //

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```
lcd.clear();  
lcd.setCursor(4,0);  
lcd.print("Password");  
lcd.setCursor(5,1);  
lcd.print("correct");  
digitalWrite(A0,HIGH);  
delay(1000);  
lcd.clear();  
digitalWrite(A0,LOW);  
}
```

// אם הסיסמה לא נכונה

```
else{  
lcd.clear();  
lcd.setCursor(4,0);  
lcd.print("Password");  
lcd.setCursor(4,1);  
lcd.print("Invalid");  
digitalWrite(A1,HIGH);  
delay(1000);  
lcd.clear();  
digitalWrite(A1,LOW);  
}
```

```
var=0;
```

```
lcd.clear();
```

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```
break;
```

```
}
```

```
}
```

```
delay(2);
```

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}