#include <Wire.h>

#include <LiquidCrystal\_I2C.h>

#include <Keypad.h>

#define Password\_Length 8

int signalPin = 12;

char Data[Password\_Length];

char Master[Password\_Length] = "123A456";

byte data\_count = 0, master\_count = 0;

bool Pass\_is\_good;

char customKey;

const byte ROWS = 4;

const byte COLS = 4;

char hexaKeys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {9, 8, 7, 6};

byte colPins[COLS] = {5, 4, 3, 2};

Keypad customKeypad = Keypad(makeKeymap(hexaKeys), rowPins, colPins, ROWS, COLS);

LiquidCrystal\_I2C lcd(0x27, 16, 2);

void setup(){

lcd.init();

lcd.backlight();

pinMode(signalPin, OUTPUT);

}

void loop(){

lcd.setCursor(0,0);

lcd.print("Enter Password:");

lcd.setCursor(0,1);

lcd.print("\*\*\*\*\*\*\*");

customKey = customKeypad.getKey();

if (customKey){

Data[data\_count] = customKey;

lcd.setCursor(data\_count,1);

lcd.print(Data[data\_count]);

data\_count++;

}

if(data\_count == Password\_Length-1){

lcd.clear();

if(!strcmp(Data, Master)){

lcd.setCursor(0,0);

lcd.print("\*Access Granted\*");

lcd.setCursor(0,1);

lcd.print("Have a Good Day");

pinMode(13, OUTPUT);

digitalWrite(13, HIGH);

delay(5000);

digitalWrite(13, LOW);

delay(1000);

digitalWrite(signalPin, HIGH);

delay(2000);

digitalWrite(signalPin, LOW);

}

else{

lcd.setCursor(0,0);

lcd.print("\*Access Denied\*");

lcd.setCursor(0,1);

lcd.print("TRY AGAIN !!");

pinMode(11, OUTPUT);

digitalWrite(11, HIGH);

delay(5000);

digitalWrite(11, LOW);

delay(1000);

delay(2000);

}

lcd.clear();

clearData();

}

}

void clearData(){

while(data\_count !=0){

Data[data\_count--] = 0;

}

return;

}