#include <Keypad.h>

#include <LiquidCrystal\_I2C.h>

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

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 rowpins[rows]={2,3,4,5};

byte colpins[cols]={6,7,8,9};

Keypad keypad=Keypad(makeKeymap(keys),rowpins,colpins,rows,cols);

void setup() {

lcd.begin(16,2);

}

void loop() {

char keyvalue=keypad.getKey();

if(keyvalue){

lcd.clear();

lcd.print(keyvalue);

}

}