#include <Keypad.h>

#include<EEPROM.h> // for storing the keys pressed

char password[4];

char initial\_password[4],new\_password[4];

int i=0;

char key\_pressed=0;

const byte ROWS = 4; //four rows

const byte COLS = 4; //four columns

//define the cymbols on the buttons of the keypads

char hexaKeys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {11,10,8,7}; //connect to the row pinouts of the keypad

byte colPins[COLS] = {6,5,4,2};//connect to the column pinouts of the keypad

//initialize an instance of class NewKeypad

Keypad keypad\_key = Keypad( makeKeymap(hexaKeys), rowPins, colPins, ROWS, COLS);

void setup(){

}

void loop()

{

if (key\_pressed)

{

password[i++]=key\_pressed;

lcd.print(key\_pressed);

}

}