Keypad

Om bij de automaat de pincode te kunnen intoetsen gebruiken we een 4x4 keypad.

Vanuit je pinautomaat de pincode te ontvangen gebruiken we de Arduino.

voorbeeld:

```
* To change this template, choose Tools I Templates
* and open the template in the editor.
* Automaat.java
* Created on Oct 8, 2013, 10:13:46 AM
package javaarduino;
import gnu.io.CommPortIdentifier;
import gnu.io.SerialPort;
import gnu.io.SerialPortEvent;
import gnu.io.SerialPortEventListener;
import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.OutputStream;
import java.util.Enumeration;
* gno.io.* komt van rxtxcomm.jar
* @author hroblajf
public class Automaat extends javax.swing.JFrame implements SerialPortEventListener {
  /** Creates new form Automaat */
  SerialPort serialPort;
    Automaat automaat=null;
    /** The port we're normally going to use. */
         private static final String PORT_NAMES[] = {
                           "/dev/tty.usbmodem1d11", // Mac OS X
                           "/dev/ttyUSB0", // Linux
                           "COM3", // Windows
        };
/**
         * A BufferedReader which will be fed by a InputStreamReader
         * converting the bytes into characters
         * making the displayed results codepage independent
        private BufferedReader input;
         /** The output stream to the port */
         private OutputStream output;
         /** Milliseconds to block while waiting for port open */
         private static final int TIME_OUT = 2000;
         /** Default bits per second for COM port. */
```

```
private static final int DATA_RATE = 9600;
public void initialize() {
               CommPortIdentifier portId = null;
               Enumeration portEnum = CommPortIdentifier.getPortIdentifiers();
               //First, Find an instance of serial port as set in PORT_NAMES.
               while (portEnum.hasMoreElements()) {
                         CommPortIdentifier currPortId = (CommPortIdentifier) portEnum.nextElement();
                        for (String portName : PORT_NAMES) {
                                 if (currPortId.getName().equals(portName)) {
                                           portId = currPortId;
                                           break;
                                 }
                        }
               if (portId == null) {
                         System.out.println("Could not find COM port.");
                         return:
               }
               try {
                        // open serial port, and use class name for the appName.
                        serialPort = (SerialPort) portId.open(this.getClass().getName(),
                                           TIME_OUT);
                        // set port parameters
                        serialPort.setSerialPortParams(DATA_RATE,
                                           SerialPort.DATABITS_8,
                                           SerialPort.STOPBITS_1,
                                           SerialPort.PARITY_NONE);
                        // open the streams
                        input = new BufferedReader(new InputStreamReader(serialPort.getInputStream()));
                        output = serialPort.getOutputStream();
                        // add event listeners
                        serialPort.addEventListener(this);
                        serialPort.notifyOnDataAvailable(true);
               } catch (Exception e) {
                         System.err.println(e.toString());
               }
      }
public Automaat() {
  initComponents();
  jTextField1.setEditable(false);
  initialize();
               Thread t=new Thread() {
                        public void run() {
      //the following line will keep this app alive for 10 seconds,
      //waiting for events to occur and responding to them (printing incoming messages to console).
                                  try {Thread.sleep(10000);} catch (InterruptedException ie) {}
                 System.exit(0);
                        }
               t.start();
               System.out.println("Started");
}
```

```
/** This method is called from within the constructor to
* initialize the form.
* WARNING: Do NOT modify this code. The content of this method is
* always regenerated by the Form Editor.
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated Code">
private void initComponents() {
  jTextField1 = new javax.swing.JTextField();
  jLabel1 = new javax.swing.JLabel();
  ¡Button1 = new javax.swing.JButton();
  jButton2 = new javax.swing.JButton();
  jButton3 = new javax.swing.JButton();
  jLabel2 = new javax.swing.JLabel();
  setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
  ¡TextField1.addActionListener(new java.awt.event.ActionListener() {
     public void actionPerformed(java.awt.event.ActionEvent evt) {
       jTextField1ActionPerformed(evt);
    }
  });
  jLabel1.setText("Toets uw pincode in");
  ¡Button1.setText("back");
  jButton1.addActionListener(new java.awt.event.ActionListener() {
     public void actionPerformed(java.awt.event.ActionEvent evt) {
       jButton1ActionPerformed(evt);
    }
  });
  ¡Button2.setText("CE");
  jButton2.addActionListener(new java.awt.event.ActionListener() {
     public void actionPerformed(java.awt.event.ActionEvent evt) {
       jButton2ActionPerformed(evt);
  });
  jButton3.setText("OK");
  jButton3.addActionListener(new java.awt.event.ActionListener() {
     public void actionPerformed(java.awt.event.ActionEvent evt) {
       jButton3ActionPerformed(evt);
    }
  });
  org.jdesktop.layout.GroupLayout layout = new org.jdesktop.layout.GroupLayout(getContentPane());
  getContentPane().setLayout(layout);
  layout.setHorizontalGroup(
     layout.createParallelGroup(org.jdesktop.layout.GroupLayout.LEADING)
     .add(layout.createSequentialGroup()
       .add(layout.createParallelGroup(org.jdesktop.layout.GroupLayout.LEADING)
          .add(layout.createSequentialGroup()
            .add(69, 69, 69)
            .add(jLabel1))
          .add(layout.createSequentialGroup()
            .add(136, 136, 136)
            .add(layout.createParallelGroup(org.jdesktop.layout.GroupLayout.LEADING, false)
               .add(layout.createSequentialGroup()
```

```
.add(jButton1, org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 79,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)
                   .addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
                   .add(jButton2, 0, 0, Short.MAX_VALUE))
                .add(jTextField1, org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, 161, Short.MAX_VALUE)
                 .add(jButton3, org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)))
            .add(layout.createSequentialGroup()
              .add(96, 96, 96)
              .add(jLabel2, org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 238,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)))
         .addContainerGap(66, Short.MAX_VALUE))
    layout.setVerticalGroup(
       layout.createParallelGroup(org.jdesktop.layout.GroupLayout.LEADING)
       .add(layout.createSequentialGroup()
         .add(18, 18, 18)
         .add(jLabel1)
         .addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
         .add(jTextField1, org.jdesktop.layout.GroupLayout.PREFERRED_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)
         .addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
         .add(layout.createParallelGroup(org.jdesktop.layout.GroupLayout.BASELINE)
            .add(iButton1)
            .add(jButton2))
         .add(18, 18, 18)
         .add(jButton3)
         .add(72, 72, 72)
         .add(jLabel2, org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 17,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)
         .addContainerGap(58, Short.MAX_VALUE))
    );
    pack();
  }// </editor-fold>
  private void jTextField1ActionPerformed(java.awt.event.ActionEvent evt) {
  }
  private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
    String nu = jTextField1.getText();
    if (nu.length()>0){
       nu = nu.substring(0,nu.length()-1);
    ¡TextField1.setText(nu);
  private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
    jTextField1.setText("");
    jLabel2.setText("");
  }
  private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
    jLabel2.setText(jTextField1.getText());
  * @param args the command line arguments
  public static void main(String args[]) {
    java.awt.EventQueue.invokeLater(new Runnable() {
```

```
public void run() {
          new Automaat().setVisible(true);
    });
  }
  // Variables declaration - do not modify
  private javax.swing.JButton jButton1;
  private javax.swing.JButton jButton2;
  private javax.swing.JButton jButton3;
  private javax.swing.JLabel jLabel1;
  private javax.swing.JLabel jLabel2;
  private javax.swing.JTextField jTextField1;
  // End of variables declaration
  public void serialEvent(SerialPortEvent spe) {
    if (spe.getEventType() == SerialPortEvent.DATA_AVAILABLE) {
                               String inputLine=input.readLine();
                  if (inputLine.equals("#")) jTextField1.setText("");
                  ¡TextField1.setText(jTextField1.getText()+inputLine);
                  if (jTextField1.getText().length()>4) jTextField1.setText(inputLine);
                                     //System.out.println(inputLine);
                  }
                           } catch (Exception e) {
                                     System.err.println(e.toString());
                           }
                  }
  }
}
```

Dit programma vangt nu de toetsaanslagen van het keypad af.

Op de arduino draait een programma met de Keypad library van de arduino. Toetsaanslagen worden met Serial.println(....) verstuurd.

```
#include <Keypad.h>
int count = 0;
const byte ROWS = 4; // Four rows
const byte COLS = 4; // Three columns
// Define the Keymap
char keys[ROWS][COLS] = {
 {'1','2','3','A'},
 ('4','5','6','B'),
{'7','8','9','C'},
{'*','0','#','D'}
};
// Connect keypad ROW0, ROW1, ROW2 and ROW3 to these Arduino pins.
byte rowPins[ROWS] = \{5, 6, 7, 8\};
// Connect keypad COL0, COL1 and COL2 to these Arduino pins.
byte colPins[COLS] = { 9, 10, 11, 12 };
// Create the Keypad
Keypad kpd = Keypad( makeKeymap(keys), rowPins, colPins, ROWS, COLS );
#define ledpin 13
void setup()
```

```
pinMode(ledpin,OUTPUT);
digitalWrite(ledpin, HIGH);
Serial.begin(9600);
}

void loop()
{
   char key = kpd.getKey();
   if(key) // Check for a valid key.
   {
      Serial.println(key);
   }
}
```