**KeypadDriver**

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- ROW_1 : define = 4

- ROW_2 : define = 6

- ROW_3 : define = 7

- ROW_4 : define = 5

- keyPressed : char

- characterColumns[4][4] : char = {
  { '1', '4', '7', '*' },
  { '2', '5', '8', '0' },
  { '3', '6', '9', '#' },
  { 'A', 'B', 'C', 'D' }
}

---

+ InitKeypad() : void

+ GetKey() : char