

KeypadDriver
- 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