Password Protected Security System

Introduction

This project is a simple password-protected security system using an Arduino, keypad, LEDs, and a piezo buzzer. It checks for the correct passcode entered via the keypad and provides visual and audio feedback.

Key Components

- Arduino UNO
- 4x4 Matrix Keypad
- Red LED
- Green LED
- Piezo Buzzer
- Jumper Wires
- Breadboard

Working Principle

1. Startup:

 The system initializes by turning on the red LED and displaying "Enter Passcode:" on the Serial Monitor.

2. Entering Password:

- User inputs the 4-digit password using the keypad.
- o Each keypress is masked with '*' on the Serial Monitor.

3. Password Validation:

- o Once 4 digits are entered, the system checks the entered code.
- If the password matches the preset code ("6556"):
 - Green LED turns on.

- A short beep sounds from the piezo buzzer.
- "Enter" is displayed on the Serial Monitor.
- If the password is incorrect:
 - Red LED remains on.
 - Two long beeps are sounded.
 - "Wrong Passcode" is displayed on the Serial Monitor.

4. Reset:

 After the attempt (correct or wrong), the system resets and prompts for passcode input again.

Circuit Overview

- Keypad:
 - o Rows connected to Arduino pins 9, 8, 7, 6.
 - o Columns connected to Arduino pins 5, 4, 3, 2.
- Red LED: Connected to digital pin 10.
- Green LED: Connected to digital pin 11.
- Piezo Buzzer: Connected to digital pin 12.
- **Common ground and Vcc:** All components share a common ground and appropriate power supply.

Arduino Code

/*Code written by-

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/*Password protected Security System*/

```
#include<Keypad.h>
const byte row = 4;
const byte col = 4;
const int redLed = 10;
const int greenLed = 11;
const int piezo = 12;
char numPad[row][col] = {
{'1', '2', '3'},
{'4', '5', '6'},
{'7', '8', '9'},
{'*', '0', '#'}
};
byte rowPin[row] = {9, 8, 7, 6};
byte colPin[col] = {5, 4, 3, 2};
String password = "6556";
String vstup = "";
Keypad cKeypad = Keypad(makeKeymap(numPad), rowPin, colPin, row, col);
void setup()
{
pinMode(redLed, OUTPUT);
```

```
pinMode(greenLed, OUTPUT);
pinMode(piezo, OUTPUT);
digitalWrite(redLed, HIGH);
Serial.begin(9600);
Serial.print("Enter Passcode: ");
}
void loop()
{
char cKey = cKeypad.getKey();
if (cKey){
 if(vstup.length() < 4){
  Serial.print("*");
  vstup += cKey;
 }
}
if(vstup.length() == 4) {
  delay(1500);
 if(password == vstup) {
  Serial.println("\nEnter");
  digitalWrite(redLed, LOW);
  digitalWrite(greenLed, HIGH);
  tone(piezo, 500);
  delay(100);
```

```
noTone(piezo);
 }
  else{
  Serial.println("\nWrong Passcode");
  digitalWrite(redLed, HIGH);
  digitalWrite(greenLed, LOW);
  tone(piezo, 1000);
  delay(800);
  tone(piezo, 1000);
  delay(800);
  noTone(piezo);
 }
 delay(1500);
 vstup = "";
 Serial.println("Enter Passcode: ");
 digitalWrite(redLed, HIGH);
 digitalWrite(greenLed, LOW);
}
}
```

Code Explanation

• Library Inclusion:

 #include<Keypad.h>: Includes the keypad library to simplify keypad handling.

• Pin Definitions:

o Defines rows, columns, and LED/buzzer pins.

Keypad Setup:

- o numPad array represents the keypad layout.
- o rowPin and colPin arrays define which Arduino pins connect to the keypad rows and columns.

Password Setup:

- o password variable holds the correct 4-digit code ("6556").
- vstup stores user-entered digits.

Keypad Initialization:

o cKeypad is created using Keypad constructor, mapping keys and pins.

Setup Function:

- Sets pin modes.
- Turns on the red LED (indicating locked state).
- Starts Serial Monitor communication.

Loop Function:

- Waits for keypad input.
- Each keypress adds a masked * to Serial Monitor and appends character to vstup.
- After 4 digits entered:
 - Waits briefly.
 - Compares input with password.
 - If correct: turns green LED on and makes a short beep.
 - If wrong: keeps red LED on and makes two long beeps.
- o Resets the input buffer and returns to waiting for next entry.

Conclusion

This Arduino-based password protected security system demonstrates a basic authentication method using a keypad and provides both visual and audio feedback. It is a

perfect beginner-friendly project to learn about keypads, LEDs, buzzers, and conditional programming with Arduino.

