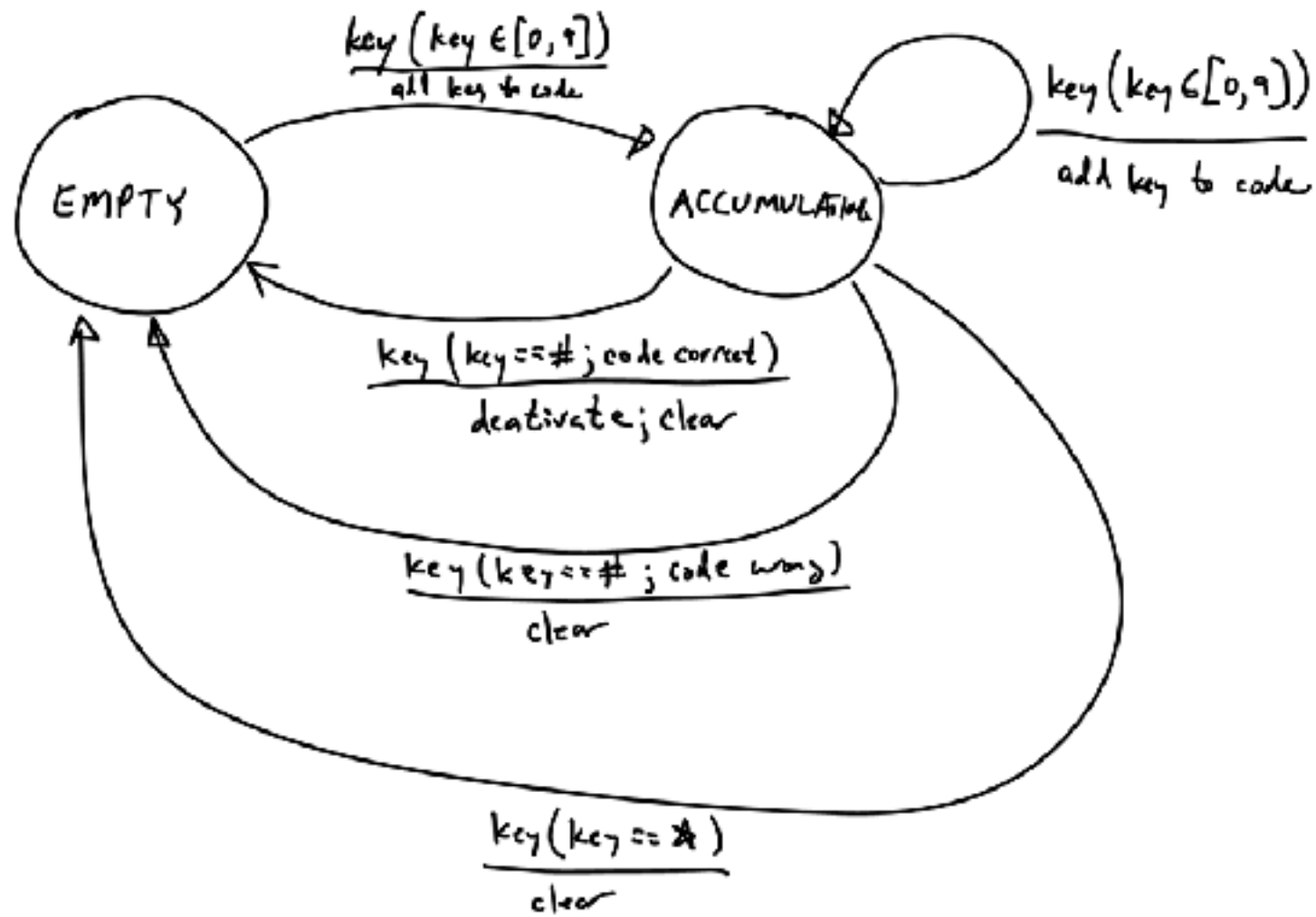My solution is presented here.
The book presents a
"traditional" solution that most
of you emulated.

Note how cleanly the diagram
converts to the code on the
right.


```
int key = keypad.CheckKey();
if(key)
{
    if(HandleKey(key)) Deactivate();
}
.
.
.
bool HandleKey(int key)
{
    if(key == POUND)
    {
        int retVal = 0;
        if(code == String("2048")) retVal = 1;

        Clear();
        return retVal;
    }

    else if(key == STAR) Clear();
    else if(key == 10) code += '0';
    else code += String(key);

    return 0;
}
```