#include <Keypad.h>

char\* password = "123"; // change the password here, just pick any 3 numbers

int position = 0;

const byte ROWS = 4;

const byte COLS = 4;

char keys[ROWS][COLS] = {

{'1', '2', '3', 'A'},

{'4', '5', '6', 'B'},

{'7', '8', '9', 'C'},

{'\*', '0', '#', 'D'}

};

#include <Wire.h>

#include "rgb\_lcd.h"

rgb\_lcd lcd;

char from = " ";

const int colorR = 123;

const int colorG = 25;

const int colorB = 0;

boolean fromdone = false;

boolean todone = false;

boolean coundone = false;

byte rowPins[ROWS] = { 9, 8, 7, 6 };

byte colPins[COLS] = { 5, 4, 3, 2 };

Keypad keypad = Keypad( makeKeymap(keys), rowPins, colPins, ROWS, COLS );

int Lock = 13;

void setup()

{

lcd.begin(16, 2);

pinMode(Lock, OUTPUT);

lcd.setCursor(1, 0);

lcd.print("Ticket Machine :)");

delay(900);

lcd.clear();

lcd.setCursor(1, 0);

lcd.print("FROM");

}

void loop()

{

char customkey = keypad.getKey();

char customkey1 = keypad.getKey();

char add = keypad.getKey();

if ((fromdone == false) && (todone == false) && (coundone==false)) {

if (( fromdone == false) && (customkey != NO\_KEY))

{

from = customkey;

lcd.setCursor(2, 2);

lcd.print(from);

fromdone = true;

delay(1000);

}

}

if ((fromdone == true) && (todone == false) && (coundone==false)) {

lcd.clear();

lcd.setCursor(1, 0);

lcd.print("TO ");

todone = true;

}

if ((fromdone == true) && (todone == true) && (coundone==false)) {

if (((coundone==false) ) && (customkey1 != NO\_KEY))

{

char to = customkey1;

lcd.setCursor(2, 2);

lcd.print(to);

coundone = true;

delay(1000);

lcd.clear();

lcd.setCursor(1, 0);

lcd.print("PERSON: ");

}

}

if((fromdone == true) && (todone == true) && (coundone==true)){

if ((coundone==true) &&(add != NO\_KEY)) {

char personcount = add;

lcd.setCursor(2, 2);

lcd.print(add);

delay(1000);

fromdone = false;

todone = false;

coundone=false;

lcd.clear();

delay(500);

lcd.setCursor(2,2);

lcd.print("Printing..");

delay(500);

lcd.print("Done..");

delay(500);

lcd.clear();

delay(200);

}

}

}