#include <Keypad.h>

#include "LCD.h"

#include "LiquidCrystal\_I2C.h"

LiquidCrystal\_I2C lcd(0x27, 2, 1, 0, 4, 5, 6, 7, 3, POSITIVE);

const byte ROWS = 4;

const byte COLS = 3;

char keys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {2, 3, 4, 5};

byte colPins[COLS] = {6, 7, 8 };

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

int arrPin2[8] = { LOW, LOW, LOW, LOW, HIGH,HIGH,HIGH, HIGH };

int arrPin1[8] = { LOW, LOW, HIGH,HIGH,LOW, LOW, HIGH, HIGH };

int arrPin0[8] = { LOW, HIGH,LOW, HIGH,LOW, HIGH,LOW, HIGH };

//pin0= 10, pin1= 11, pin2= 12, pinFlag= 13

void setup() {

pinMode(12, OUTPUT);

pinMode(11, OUTPUT);

pinMode(10, OUTPUT);

pinMode(13, OUTPUT);

lcd.begin(16, 2);

}

String num1= "35",

num2= "00";

int ctrNum= 0,

hitung= 0;

int mode= 0;

void loop() {

char key = kpd.getKey();

if (key == '0' || key == '1' || key == '2' || key == '3' ||

key == '4' || key == '5' || key == '6' || key == '7' ||

key == '8' || key == '9') {

hitung+= String(key).toInt();

if (hitung >= 0 && hitung < 10) {

num2= "0"+String(hitung);

} else {

num2= hitung;

}

ctrNum+= 1;

//8 kali

if (ctrNum == 8) {

if (hitung == 35) {

mode= 1;

hitung= 0;

lcd.clear();

} else {

num2= "00";

mode= 0;

hitung= 0;

ctrNum= 0;

lcd.clear();

}

}

}

if (mode == 0) {

lcd.setCursor(0, 0); lcd.print(num1+"/"+num2);

} else if (mode == 1) {

lcd.setCursor(0, 0); lcd.print("ppps/apas");

lcd.setCursor(0, 1); lcd.print("selamat datang");

}

}

