

ADD LIBRARY KeyPad

Keypad 3x4

D9, D8, D7, D6, D5, D4, D3

#include <**Keypad**.h>

const int ROW\_NUM = 4; //four rows

const int COLUMN\_NUM = 3; //three columns

char keys[ROW\_NUM][COLUMN\_NUM] = {

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

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

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

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

};

byte pin\_rows[ROW\_NUM] = {9, 8, 7, 6}; // R1, R2, R3, R4

byte pin\_column[COLUMN\_NUM] = {5, 4, 3}; // C1, C2, C3

**Keypad** keypad = **Keypad**( makeKeymap(keys), pin\_rows, pin\_column, ROW\_NUM, COLUMN\_NUM );

void setup(){

**Serial**.begin(9600);

}

void loop(){

char key = keypad.getKey();

if (key){

**Serial**.println(key);

}

}

4X4

D9, D8, D7, D6, D5, D4, D3, D2

#include <**Keypad**.h>

const int ROW\_NUM = 4; //four rows

const int COLUMN\_NUM = 4; //four columns

char keys[ROW\_NUM][COLUMN\_NUM] = {

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

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

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

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

};

byte pin\_rows[ROW\_NUM] = {9, 8, 7, 6}; // R1, R2, R3, R4

byte pin\_column[COLUMN\_NUM] = {5, 4, 3, 2}; //C1, C2, C3, C4