**Check 1**

**#include<Keypad.h>**

**const byte ROWS=4;**

**const byte COLS=4;**

**char keys[ROWS][COLS]={{'7','8','9','C'},{'4','5','6','D'},{'1','2','3','E'},{'0','A','B','F'}};**

**byte rowPins[ROWS]={12,13,14,15};**

**byte colPins[COLS]={8,9,10,11};**

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

**void setup() {**

**Serial.begin(9600);**

**}**

**void loop() {**

**char key =keypad.getKey();**

**if(key!=NO\_KEY){**

**Serial.println(key);**

**}**

**}**

**Check 2**

**#include<Keypad.h>**

**#include<SevSeg.h>**

**SevSeg sevseg;**

**const byte ROWS=4;**

**const byte COLS=4;**

**char keys[ROWS][COLS]={{'7','8','9','C'},{'4','5','6','D'},{'1','2','3','E'},{'0','A','B','F'}};**

**byte rowPins[ROWS]={12,13,14,15};**

**byte colPins[COLS]={8,9,10,11};**

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

**void setup() {**

**byte numDigits =1;**

**byte digitPins[]={17};**

**byte segmentPins[]={2,3,4,5,7,6,16};**

**sevseg.begin(COMMON\_CATHODE,numDigits,digitPins,segmentPins);**

**sevseg.setBrightness(70);**

**Serial.begin(9600);**

**}**

**void loop() {**

**char key =keypad.getKey();**

**if(key!=NO\_KEY){**

**sevseg.setNumber(key-'0',0);**

**}**

**sevseg.refreshDisplay();**

**}**