**ΠΑΡΑΔΕΙΓΜΑ ΚΩΔΙΚΑ ΓΙΑ ΤΗΝ ΧΡΗΣΗ KEYPAD 4X3 KAI 7-SEGMENT DISPLAY**

// include the library code:

#include <Keypad.h>

const int SEGA = 6, SEGB = 5, SEGC =4, SEGD=3, SEGE = 2, SEGF = 1,SEGG = 0;

const byte ROWS = 4;

const byte COLS = 3;

char hexaKeys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {13, 12, 11, 10};

byte colPins[COLS] = {9, 8, 7};

Keypad customKeypad = Keypad(makeKeymap(hexaKeys), rowPins, colPins, ROWS, COLS);

//initialize the keypad connection.

void write\_to\_HEX(int a, int b, int c, int d, int e, int f, int g)

{

digitalWrite(SEGA, a);

digitalWrite(SEGB, b);

digitalWrite(SEGC, c);

digitalWrite(SEGD, d);

digitalWrite(SEGE, e);

digitalWrite(SEGF, f);

digitalWrite(SEGG, g);

}

void setup() {

pinMode(SEGA, OUTPUT);

pinMode(SEGB, OUTPUT);

pinMode(SEGC, OUTPUT);

pinMode(SEGD, OUTPUT);

pinMode(SEGE, OUTPUT);

pinMode(SEGF, OUTPUT);

pinMode(SEGG, OUTPUT);

}

void loop() {

char customKey = customKeypad.getKey();

if (customKey){

if (customKey == '0'){

write\_to\_HEX(1,1,1,1,1,1,0);

}

else if (customKey == '1'){

write\_to\_HEX(0,1,1,0,0,0,0);

}

else {

write\_to\_HEX(1,0,0,0,1,1,1);

}

}

}