**ΠΑΡΑΔΕΙΓΜΑ ΚΩΔΙΚΑ ΓΙΑ ΤΗΝ ΧΡΗΣΗ KEYPAD 4X4 KAI LCD DISPLAY**

// include the library code:

#include <LiquidCrystal.h>

#include <Keypad.h>

// initialize the library by associating any needed LCD interface pin

// with the arduino pin number it is connected to

const int rs = 13, en = 12, d4=8, d5=9, d6 =10, d7 = 11;

LiquidCrystal lcd(rs, en, d4, d5, d6, d7);

const byte ROWS = 4;

const byte COLS = 4;

char hexaKeys[ROWS][COLS] = {

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

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

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

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

};

byte rowPins[ROWS] = {7, 6, 5, 4};

byte colPins[COLS] = {3, 2, 1, 0};

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

//initialize the keypad connection.

// make some custom characters:

byte heart[8] = {

0b00000,

0b01010,

0b11111,

0b11111,

0b11111,

0b01110,

0b00100,

0b00000

};

void setup() {

// set up the LCD's number of columns and rows:

lcd.begin(16, 2);

// create a new character

lcd.createChar(0, heart);

lcd.setCursor(0,0);

// Print a message to the LCD.

lcd.print("hello, world!");

lcd.write(byte(0));

}

void loop() {

char customKey = customKeypad.getKey();

if (customKey){

// set the cursor to column 0, line 1

// (note: line 1 is the second row, since counting begins with 0):

lcd.setCursor(0, 1);

// print the character pressed on keypad

if (customKey == 'C')

lcd.write(byte(0));

else

lcd.print(customKey);

}

}