**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);

 }

 }

}