**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);

 }

}