//Using a 4 x 4 Keypad connected to 2,3,4,5,6,7,8,9

//Modified by Pat McMahon 4/7/2021 from Circuit Basics

//A046

//Description: when you click the button on the 4x4 matrix

// keyboard, you can see the button pushed on the serial monitor data.

#include <Keypad.h>

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] = {9, 8, 7, 6};

byte colPins[COLS] = {5, 4, 3, 2};

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

void setup(){

Serial.begin(9600);

}

void loop(){

char customKey = customKeypad.getKey();

if (customKey){

Serial.println(customKey);

}

}