

Assignment #4:

Interfacing a 4x4 Keypad with an Arduino.

Design and implement a circuit to read the button presses from a 4x4 keypad (see Fig. 1). This includes creating a flowchart for the logic, drawing the circuit diagram, and writing the code to interface the keypad.



Fig 1: Example of button presses of 4x4 keypad.

Note: you will implement the circuit on Tuesday 24/12/2024.

You are asked to bring a report that includes 1- a flow chart, 2- a circuit diagram, and 3—code.