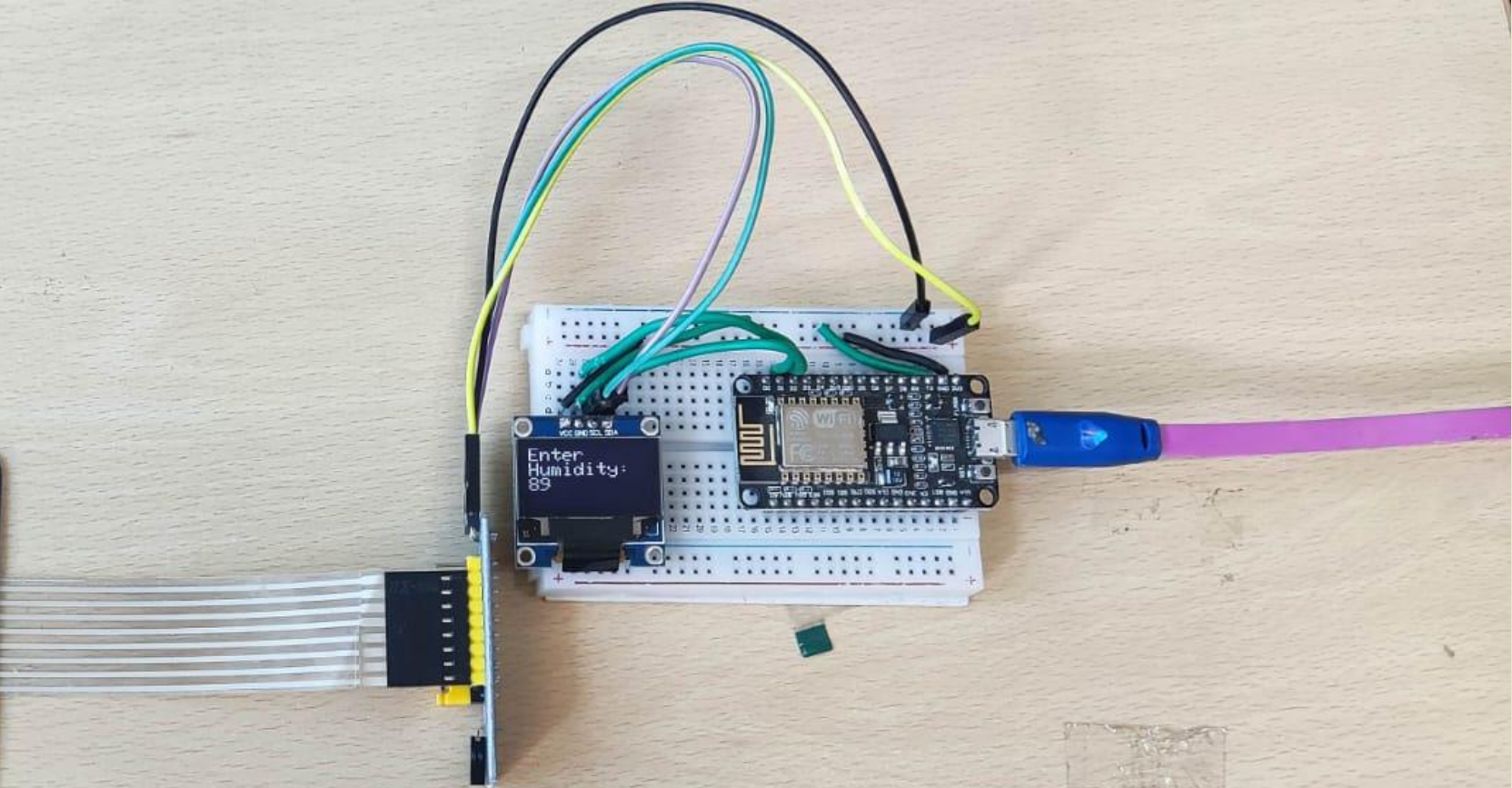



Multiple decimal Data entry using 4x4 Keypad with I2C on OLED using Nodemcu



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```
//Download Library
//http://www.mediafire.com/file/z9qzwmprwdo2gqj/Keypad-master.zip/file
//http://www.mediafire.com/file/wcdmj9bo27glp35/Keypad_I2C.zip/file
#include <Keypad_I2C.h>
#include <Keypad.h>
#include <Wire.h>
#include <SPI.h>
#include <Wire.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>
#define SCREEN_WIDTH 128
#define SCREEN_HEIGHT 64
#define OLED_RESET -1 // Reset pin
#define SCREEN_ADDRESS 0x3C
Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire,OLED_RESET);

#define I2CADDR 0x20
const byte ROWS = 4;
const byte COLS = 4;
char keys[ROWS][COLS] = {
  {'1','2','3','A'},
  {'4','5','6','B'},
  {'7','8','9','C'},
  {'*','0','#','D'}
};
byte rowPins[ROWS] = {0, 1, 2, 3};
byte colPins[COLS] = {4, 5, 6, 7};
Keypad_I2C keypad( makeKeymap(keys), rowPins, colPins, ROWS,
COLS,I2CADDR, PCF8574 );
String inputString;
long inputInt;
```



```
void setup() {
  if(!display.begin(SSD1306_SWITCHCAPVCC, SCREEN_ADDRESS)) {
    Serial.println(F("SSD1306 allocation failed"));
    for(;;) }
  display.clearDisplay();
  display.setTextSize(2);
  display.setTextColor(WHITE);
  display.setCursor(0,0);
  display.println("Enter");
  display.println("Humidity:");
  Serial.begin(9600);
  inputString.reserve(10); // maximum number of digit for a number is 10, change if needed
  Wire.begin();
  keypad.begin( makeKeymap(keys) );
}
void loop() {
  char key = keypad.getKey();
  if (key) {
    Serial.println(key);
    if (key >= '0' && key <= '9') { // only act on numeric keys
      inputString += key; // append new character to input string
    }
    else if (key == '#') {
      if (inputString.length() > 0) {
        inputInt = inputString.toInt(); // YOU GOT AN INTEGER NUMBER
        display.clearDisplay();
        display.setTextSize(2);
        display.setTextColor(WHITE);
        display.setCursor(0,0);
        display.println("Enter");
        display.println("Humidity:");
        display.print(inputInt);
        display.display();
        Serial.println("Number:");
        Serial.println(inputInt);
        inputString = ""; // clear input
        // DO YOUR WORK HERE
      }
    } else if (key == '*') {
      inputString = "";
      display.clearDisplay(); // clear input
    }
  }
}
```