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#include <Keypad.h>
#include <LiquidCrystal.h>

// Constants for row and column sizes
const byte ROWS = 4;
const byte COLS = 4;

// Array to represent keys on keypad
char hexaKeys[ROWS][COLS] = {
  {'1', '2', '3', 'A'},
  {'4', '5', '6', 'B'},
  {'7', '8', '9', 'C'},
  {'*', '0', '#', 'D'}
};

// Connections to Arduino
byte rowPins[ROWS] = {9, 8, 7, 6};
byte colPins[COLS] = {5, 4, 3, 2};

// Create keypad object
Keypad customKeypad = Keypad(makeKeymap(hexaKeys), rowPins, colPins, ROWS, COLS);
LiquidCrystal lcd(A0, A1, A2, A3, A4, A5);

void setup() {
  // Setup serial monitor
  Serial.begin(9600);
  lcd.begin(16, 2);
}

void loop() {
  // Get key value if pressed
  char customKey = customKeypad.getKey();
  if (customKey) {
    // Print key value to serial monitor
    lcd.setCursor(0, 0);
    lcd.print("Tombol :");
    lcd.print(customKey);
  }
}

```