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#include <Keypad.h>

const byte ROWS = 3; //3 lignes
const byte COLS = 4; //4 colonnes
const int ledPin1 = 10;
const int ledPin2 = 9;
const int ledPin3 = 8;
const int ledPin4 = 7;

char keys[ROWS][COLS] = {
  {'1','2','3','4'},
  {'5','6','7','8'},
  {'9','A','B','C'}
};

byte rowPins[ROWS] = {0,1,2};
byte colPins[COLS] = {3,4,5,6};

Keypad clavier = Keypad(makeKeymap(keys), rowPins, colPins, ROWS, COLS);

void setup() {
  pinMode(ledPin1, OUTPUT);
  pinMode(ledPin2, OUTPUT);
  pinMode(ledPin3, OUTPUT);
  pinMode(ledPin4, OUTPUT);
}

void loop() {
  char key = clavier.getKey();
  if (key == '1'){
    digitalWrite(ledPin1, HIGH);
  }
  if (key == '2'){
    digitalWrite(ledPin2, HIGH);
  }
  if (key == '3'){
    digitalWrite(ledPin3, HIGH);
  }
  if (key == '4'){
    digitalWrite(ledPin4, HIGH);
  }

  if (key == '5'){
    digitalWrite(ledPin1, LOW);
  }
  if (key == '6'){
    digitalWrite(ledPin2, LOW);
  }
  if (key == '7'){
    digitalWrite(ledPin3, LOW);
  }
  if (key == '8'){
    digitalWrite(ledPin4, LOW);
  }
  if (key == '9'){
    digitalWrite(ledPin1, HIGH);
    digitalWrite(ledPin2, HIGH);
    digitalWrite(ledPin3, HIGH);
    digitalWrite(ledPin4, HIGH);
  }
  if (key == 'A'){
    digitalWrite(ledPin1, HIGH);
    delay(250);
    digitalWrite(ledPin1, LOW);
    digitalWrite(ledPin2, HIGH);
  }
}

```

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    delay(250);
    digitalWrite(ledPin2, LOW);
    digitalWrite(ledPin3, HIGH);
    delay(250);
    digitalWrite(ledPin3, LOW);
    digitalWrite(ledPin4, HIGH);
    delay(250);
    digitalWrite(ledPin4, LOW);
}

if (key == 'B'){
    digitalWrite(ledPin1, HIGH);
    delay(250);
    digitalWrite(ledPin2, HIGH);
    delay(250);
    digitalWrite(ledPin3, HIGH);
    delay(250);
    digitalWrite(ledPin4, HIGH);
}
if (key == 'C'){
    digitalWrite(ledPin4, LOW);
    delay(250);
    digitalWrite(ledPin3, LOW);
    delay(250);
    digitalWrite(ledPin2, LOW);
    delay(250);
    digitalWrite(ledPin1, LOW);
}
}
```