

**LAMPIRAN A**  
**PROGRAM MIKROKONTROLER**

## PROGRAM Pembangkit PNCode pada *Transmitter*

```
#include <mega16.h>
#include <delay.h>

void main(void)
{
    // Declare your local variables here

    // Input/Output Ports initialization
    // Port A initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=P State6=P State5=P State4=P State3=P State2=P State1=P
    State0=P
    PORTA=0xFF;
    DDRA=0x00;

    // Port B initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=T State6=T State5=T State4=T State3=T State2=T State1=T
    State0=T
    PORTB=0x00;
    DDRB=0x00;

    // Port C initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=T State6=T State5=T State4=T State3=T State2=T State1=T
    State0=T
    PORTC=0x00;
    DDRC=0x00;

    // Port D initialization
    // Func7=Out Func6=Out Func5=Out Func4=Out Func3=Out Func2=Out
    Func1=Out Func0=Out
    // State7=0 State6=0 State5=0 State4=0 State3=0 State2=0 State1=0
    State0=0
    PORTD=0x00;
    DDRD=0xFF;

    // Timer/Counter 0 initialization
    // Clock source: System Clock
    // Clock value: Timer 0 Stopped
    // Mode: Normal top=FFh
    // OCO output: Disconnected
    TCCR0=0x00;
    TCNT0=0x00;
    OCR0=0x00;

    // Timer/Counter 1 initialization
    // Clock source: System Clock
    // Clock value: Timer 1 Stopped
```

```

// Mode: Normal top=FFFFh
// OC1A output: Discon.
// OC1B output: Discon.
// Noise Canceler: Off
// Input Capture on Falling Edge
// Timer 1 Overflow Interrupt: Off
// Input Capture Interrupt: Off
// Compare A Match Interrupt: Off
// Compare B Match Interrupt: Off
TCCR1A=0x00;
TCCR1B=0x00;
TCNT1H=0x00;
TCNT1L=0x00;
ICR1H=0x00;
ICR1L=0x00;
OCR1AH=0x00;
OCR1AL=0x00;
OCR1BH=0x00;
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: Timer 2 Stopped
// Mode: Normal top=FFh
// OC2 output: Disconnected
ASSR=0x00;
TCCR2=0x00;
TCNT2=0x00;
OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off
MCUCR=0x00;
MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s) initialization
TIMSK=0x00;

// Analog Comparator initialization
// Analog Comparator: Off
// Analog Comparator Input Capture by Timer/Counter 1: Off
ACSR=0x80;
SFIOR=0x00;

```

```

while (1)
{
cek:
if (PINA.1==1)
{
delay_ms(4000);

code:
if (PINA.1==1)

{
PORTD=0x00;
delay_ms(500);
PORTD=0xFF;
delay_ms(500);
PORTD=0x00;
delay_ms(500);
PORTD=0xFF;
delay_ms(300);

delay:
if (PINA.1==0)
{
PORTD=0x00;
}
else {goto delay;}

goto code;
}

else {goto code;}
}

else {goto cek;}
};
}

```

## PROGRAM Pembangkit PNCode pada Receiver

```
#include <mega16.h>
#include <delay.h>

void main(void)
{
// Declare your local variables here

// Input/Output Ports initialization
// Port A initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In
// State7=P State6=P State5=P State4=P State3=P State2=P State1=P
State0=P
PORTA=0xFF;
DDRA=0x00;

// Port B initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T
State0=T
PORTB=0x00;
DDRB=0x00;

// Port C initialization
// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In
// State7=T State6=T State5=T State4=T State3=T State2=T State1=T
State0=T
PORTC=0x00;
DDRC=0x00;

// Port D initialization
// Func7=Out Func6=Out Func5=Out Func4=Out Func3=Out Func2=Out
Func1=Out Func0=Out
// State7=0 State6=0 State5=0 State4=0 State3=0 State2=0 State1=0
State0=0
PORTD=0x00;
DDRD=0xFF;

// Timer/Counter 0 initialization
// Clock source: System Clock
// Clock value: Timer 0 Stopped
// Mode: Normal top=FFh
// OC0 output: Disconnected
TCCR0=0x00;
TCNT0=0x00;
OCR0=0x00;

// Timer/Counter 1 initialization
// Clock source: System Clock
// Clock value: Timer 1 Stopped
// Mode: Normal top=FFFFh
```

```

// OC1A output: Discon.
// OC1B output: Discon.
// Noise Canceler: Off
// Input Capture on Falling Edge
// Timer 1 Overflow Interrupt: Off
// Input Capture Interrupt: Off
// Compare A Match Interrupt: Off
// Compare B Match Interrupt: Off
TCCR1A=0x00;
TCCR1B=0x00;
TCNT1H=0x00;
TCNT1L=0x00;
ICR1H=0x00;
ICR1L=0x00;
OCR1AH=0x00;
OCR1AL=0x00;
OCR1BH=0x00;
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: Timer 2 Stopped
// Mode: Normal top=FFh
// OC2 output: Disconnected
ASSR=0x00;
TCCR2=0x00;
TCNT2=0x00;
OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off
MCUCR=0x00;
MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s) initialization
TIMSK=0x00;

// Analog Comparator initialization
// Analog Comparator: Off
// Analog Comparator Input Capture by Timer/Counter 1: Off
ACSR=0x80;
SFIOR=0x00;

```

```
while (1)
{
    code:
        if (PINA.1==1)
        {
            PORTD=0x00;
            delay_ms (500);
            PORTD=0xFF;
            delay_ms (500);
            PORTD=0x00;
            delay_ms (500);
            PORTD=0xFF;
            delay_ms (500);
            PORTD=0x00;

            goto code;
        }
        else {goto code;}
};
}
```

## PROGRAM Buka Tutup Kunci

```
#include <mega16.h>
#include <delay.h>

// Declare your global variables here

void main(void)
{
    int input[5];

    // Declare your local variables here

    // Input/Output Ports initialization
    // Port A initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=T State6=T State5=T State4=T State3=T State2=T State1=P
    State0=P
    PORTA=0x03;
    DDRA=0x00;

    // Port B initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=T State6=T State5=T State4=T State3=T State2=T State1=T
    State0=T
    PORTB=0x00;
    DDRB=0x00;

    // Port C initialization
    // Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
    Func0=In
    // State7=T State6=T State5=T State4=T State3=T State2=T State1=T
    State0=T
    PORTC=0x00;
    DDRC=0x00;

    // Port D initialization
    // Func7=Out Func6=Out Func5=Out Func4=Out Func3=Out Func2=Out
    Func1=Out Func0=Out
    // State7=0 State6=0 State5=0 State4=0 State3=0 State2=0 State1=0
    State0=0
    PORTD=0x00;
    DDRD=0xFF;

    // Timer/Counter 0 initialization
    // Clock source: System Clock
    // Clock value: Timer 0 Stopped
    // Mode: Normal top=FFh
    // OC0 output: Disconnected
    TCCR0=0x00;
    TCNT0=0x00;
```



```

OCR0=0x00;

// Timer/Counter 1 initialization
// Clock source: System Clock
// Clock value: Timer 1 Stopped
// Mode: Normal top=FFFFh
// OC1A output: Discon.
// OC1B output: Discon.
// Noise Canceler: Off
// Input Capture on Falling Edge
// Timer 1 Overflow Interrupt: Off
// Input Capture Interrupt: Off
// Compare A Match Interrupt: Off
// Compare B Match Interrupt: Off
TCCR1A=0x00;
TCCR1B=0x00;
TCNT1H=0x00;
TCNT1L=0x00;
ICR1H=0x00;
ICR1L=0x00;
OCR1AH=0x00;
OCR1AL=0x00;
OCR1BH=0x00;
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: Timer 2 Stopped
// Mode: Normal top=FFh
// OC2 output: Disconnected
ASSR=0x00;
TCCR2=0x00;
TCNT2=0x00;
OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off
MCUCR=0x00;
MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s) initialization
TIMSK=0x00;

// Analog Comparator initialization
// Analog Comparator: Off
// Analog Comparator Input Capture by Timer/Counter 1: Off
ACSR=0x80;
SFIOR=0x00;

```

```

while (1)
{
/*Proses Pengisian Array*/

ulang:

if (PINA.1==1)
{
input[1]=PINA.1;

ulang2:
if (PINA.1==0)
{
input[2]=PINA.1;
}
else
{
goto ulang2;
}

ulang3:
if (PINA.1==1)
{
input[3]=PINA.1;
}
else
{
goto ulang3;
}

ulang4:
if (PINA.1==0)
{
input[4]=PINA.1;
}
else
{
goto ulang4;
}

}

else
{
PORTD=0x01;          /* Tutup kunci */
delay_ms(200);
PORTD=0x04;
delay_ms(2000);
goto ulang;
}
}

```

```

/*Proses Pengecekan isi Array*/

    if (input[1]==1 &&
        input[2]==0 &&
        input[3]==1 &&
        input[4]==0)

        {
            PORTD=0x02;           /* Buka kunci */
            delay_ms(200);
            PORTD=0x04;
            delay_ms(2000);
            goto ulang;
        }

    else
        {
            PORTD=0x04;
            goto ulang;
        }

};

}

```