

Lampiran B

Program pengendali

```
#pragma once
```

```
namespace serial {
```

```
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;
```

```
    /// <summary>
```

```
    /// Summary for Form1
```

```
    ///
```

```
    /// WARNING: If you change the name of this class, you will need to  
change the
```

```
    /// 'Resource File Name' property for the managed resource  
compiler tool
```

```
    /// associated with all .resx files this class depends on. Otherwise,  
    /// the designers will not be able to interact properly with localized  
    /// resources associated with this form.
```

```
    /// </summary>
```

```
    public ref class Form1 : public System::Windows::Forms::Form
```

```
    {
```

```
    public:
```

```
        Form1(void)
```

```
        {
```

```
            InitializeComponent();
```

```
            //
```

```
            //TODO: Add the constructor code here
```

```
            //
```

```
        }
```

```
    protected:
```

```
        /// <summary>
```

```
        /// Clean up any resources being used.
```

```
        /// </summary>
```

```

~Form1()
{
    if (components)
    {
        delete components;
    }
}

private: System::IO::Ports::SerialPort^ serialPort1;
protected:
private: System::Windows::Forms::Button^ button1;
private: System::Windows::Forms::Button^ button2;
private: System::Windows::Forms::Button^ button3;
private: System::Windows::Forms::Button^ button4;
private: System::Windows::Forms::Button^ button5;
private: System::Windows::Forms::Button^ button6;
private: System::Windows::Forms::Button^ button7;
private: System::ComponentModel::IContainer^ components;

private:
    /// <summary>
    /// Required designer variable.
    /// </summary>

```

#pragma region Windows Form Designer generated code

```

    /// <summary>
    /// Required method for Designer support - do not modify
    /// the contents of this method with the code editor.
    /// </summary>
    void InitializeComponent(void)
    {
        this->components = (gcnew
System::ComponentModel::Container());
        this->serialPort1 = (gcnew
System::IO::Ports::SerialPort(this->components));
        this->button1 = (gcnew
System::Windows::Forms::Button());
        this->button2 = (gcnew
System::Windows::Forms::Button());
        this->button3 = (gcnew
System::Windows::Forms::Button());
        this->button4 = (gcnew
System::Windows::Forms::Button());

```

```

        this->button5 = (gcnew
System::Windows::Forms::Button());
        this->button6 = (gcnew
System::Windows::Forms::Button());
        this->button7 = (gcnew
System::Windows::Forms::Button());
        this->SuspendLayout();
        //
        // serialPort1
        //
        this->serialPort1->PortName = L"COM9";
        this->serialPort1->WriteBufferSize = 128;
        //
        // button1
        //
        this->button1->Location = System::Drawing::Point(193,
63);
        this->button1->Margin =
System::Windows::Forms::Padding(2);
        this->button1->Name = L"button1";
        this->button1->Size = System::Drawing::Size(61, 37);
        this->button1->TabIndex = 0;
        this->button1->Text = L"Maju";
        this->button1->UseVisualStyleBackColor = true;
        this->button1->Click += gcnew System::EventHandler(this,
&Form1::button1_Click);
        //
        // button2
        //
        this->button2->Location = System::Drawing::Point(191,
205);
        this->button2->Margin =
System::Windows::Forms::Padding(2);
        this->button2->Name = L"button2";
        this->button2->Size = System::Drawing::Size(63, 35);
        this->button2->TabIndex = 1;
        this->button2->Text = L"Mundur";
        this->button2->UseVisualStyleBackColor = true;
        this->button2->Click += gcnew System::EventHandler(this,
&Form1::button2_Click);
        //
        // button3
        //

```

```

147);
        this->button3->Location = System::Drawing::Point(69,
        this->button3->Name = L"button3";
        this->button3->Size = System::Drawing::Size(75, 23);
        this->button3->TabIndex = 2;
        this->button3->Text = L"Kiri";
        this->button3->UseVisualStyleBackColor = true;
        this->button3->Click += gcnew System::EventHandler(this,
&Form1::button3_Click);
        //
        // button4
        //
147);
        this->button4->Location = System::Drawing::Point(299,
        this->button4->Name = L"button4";
        this->button4->Size = System::Drawing::Size(75, 23);
        this->button4->TabIndex = 3;
        this->button4->Text = L"Kanan";
        this->button4->UseVisualStyleBackColor = true;
        this->button4->Click += gcnew System::EventHandler(this,
&Form1::button4_Click);
        //
        // button5
        //
144);
        this->button5->Location = System::Drawing::Point(191,
        this->button5->Name = L"button5";
        this->button5->Size = System::Drawing::Size(65, 28);
        this->button5->TabIndex = 4;
        this->button5->Text = L"stop";
        this->button5->UseVisualStyleBackColor = true;
        //
        // button6
        //
        this->button6->Location = System::Drawing::Point(12, 70);
        this->button6->Name = L"button6";
        this->button6->Size = System::Drawing::Size(39, 23);
        this->button6->TabIndex = 5;
        this->button6->Text = L"+";
        this->button6->UseVisualStyleBackColor = true;
        this->button6->Click += gcnew System::EventHandler(this,
&Form1::button6_Click);
        //

```

```

        // button7
        //
        this->button7->Location = System::Drawing::Point(12,
241);
        this->button7->Name = L"button7";
        this->button7->Size = System::Drawing::Size(39, 23);
        this->button7->TabIndex = 6;
        this->button7->Text = L"-";
        this->button7->UseVisualStyleBackColor = true;
        this->button7->Click += gcnew System::EventHandler(this,
&Form1::button7_Click);
        //
        // Form1
        //
        this->AutoScaleDimensions = System::Drawing::SizeF(6,
13);
        this->AutoScaleMode =
System::Windows::Forms::AutoScaleMode::Font;
        this->ClientSize = System::Drawing::Size(451, 370);
        this->Controls->Add(this->button7);
        this->Controls->Add(this->button6);
        this->Controls->Add(this->button5);
        this->Controls->Add(this->button4);
        this->Controls->Add(this->button3);
        this->Controls->Add(this->button2);
        this->Controls->Add(this->button1);
        this->Margin = System::Windows::Forms::Padding(2);
        this->Name = L"Form1";
        this->Text = L"Form1";
        this->Load += gcnew System::EventHandler(this,
&Form1::Form1_Load);
        this->Leave += gcnew System::EventHandler(this,
&Form1::Form1_Leave);
        this->ResumeLayout(false);

    }
#pragma endregion
    private: System::Void Form1_Load(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Open();
    }
    private: System::Void button1_Click(System::Object^ sender,
System::EventArgs^ e) {

```

```

        serialPort1->Write("w");
    }
    private: System::Void button2_Click(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Write("s");
    }
    private: System::Void button4_Click(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Write("d");
    }
    private: System::Void button3_Click(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Write("a");
    }
    private: System::Void button6_Click(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Write("r");
    }
    private: System::Void button7_Click(System::Object^ sender,
System::EventArgs^ e) {
        serialPort1->Write("f");
    }
    private: System::Void Form1_Leave(System::Object^ sender,
System::EventArgs^ e) {
        //serialPort1->Close();
    }
};
}

```