LAMPIRAN

LAMPIRAN A

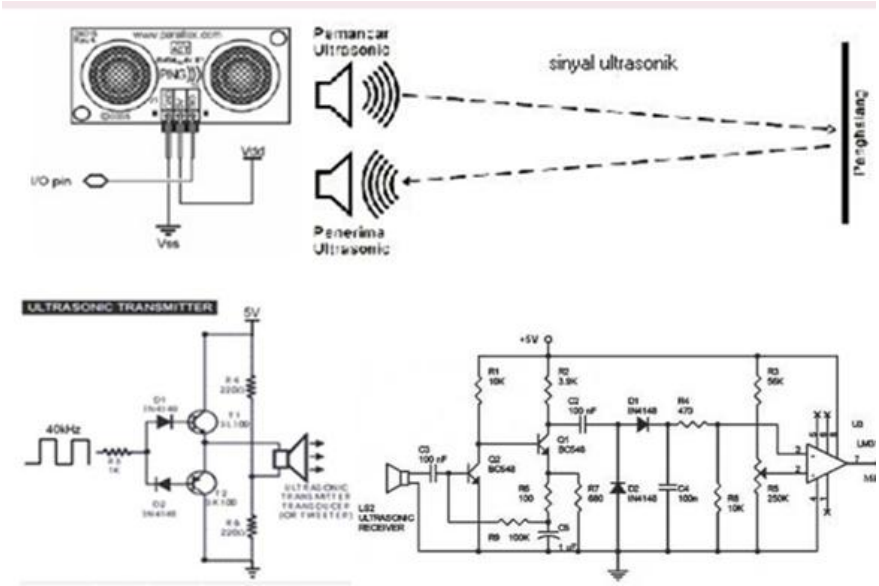
```
const int pingPin = 10;
int inByte = 0;         // incoming serial byte

#include <LiquidCrystal.h>
// inisialisasi koneksi pin LCD dengan pin arduino
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
int sensorT=A0;



void setup() {
  // initialize serial communication:
  Serial.begin(9600);
  for(int i=5;i>0;i--){
  Serial.println(i);
  delay(1000);
  }

  // establish variables for duration of the ping,
  // and the distance result in inches and centimeters:
  long duration;
  float inches, cm, cm2;
    pinMode(pingPin, OUTPUT);
    digitalWrite(pingPin, LOW);
    delayMicroseconds(20); // beri pulsa 20 uS
    digitalWrite(pingPin, HIGH);
```

```
    delayMicroseconds(100);
    pinMode(pingPin, INPUT);
    duration = pulseIn(pingPin, LOW);
    inches = microsecondsToInches(duration);
    cm = microsecondsToCentimeters(duration);
    cm2 = 200-cm;

  Serial.print("Tinggi Anda=");
  Serial.print(cm2);
  Serial.print("cm");

 //inisialisasi LCD yang digunakan:
lcd.begin(16, 2);
lcd.print("Tinggi Badan:");

}

float microsecondsToInches(long microseconds){
  return (float)microseconds / 238;
}
float microsecondsToCentimeters(long microseconds){
  return (float) microseconds / 100;

 }
```

```
void loop()
{
//baca tinggi dari sensor
int nilDigital=analogRead (sensorT);
int cm2;
//set kolom 0 dan baris 1 LCD dan tampilkan
lcd.setCursor(0, 1);
lcd.print(cm2);
lcd.print("cm");
delay (700); //delay 700ms
}
```

LAMPIRAN B

Skematik Sensor



Sensor

Skematik Arduino

Arduino S3v3 Revision 2
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