LAMPIRAN A

PROGRAM SISTEM PEMANTAUAN KETINGGIAN AIR SUNGAI

MENGGUNAKAN GELOMBANG ULTRASONIK

```
#include <LiquidCrystal.h>

void setup() {
  Serial.begin(9600);
}

void loop()
{
  const long pingPin = 7;
   long duration, cm;

  pinMode(pingPin, OUTPUT);

  digitalWrite(pingPin, LOW);
  delayMicroseconds(2);

  digitalWrite(pingPin, HIGH);
  delayMicroseconds(5);
  digitalWrite(pingPin, LOW);

  pinMode(pingPin, INPUT);

  duration = pulseIn(pingPin, HIGH);

  cm =50-(duration / 29 / 2);
```
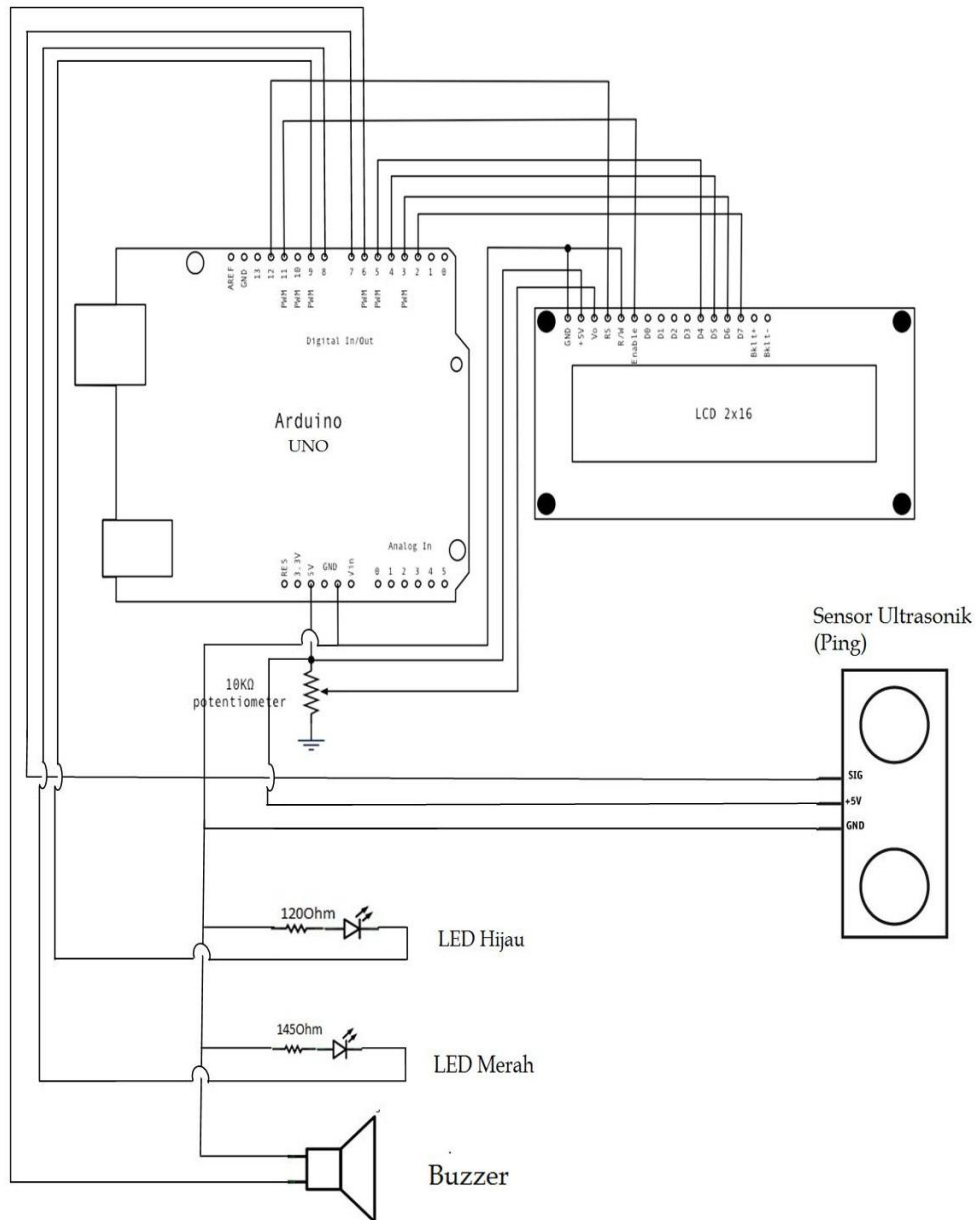
```
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);
lcd.begin(16, 2);
lcd.print("Ketinggian air: ");
lcd.setCursor(0,1);
lcd.print(cm);
lcd.print("cm");
delay(1000);

pinMode(8, OUTPUT);
if(cm>=31){
digitalWrite(8, HIGH);
delay(500);
digitalWrite(8, LOW);
delay(500);
}
else {
digitalWrite(8, LOW);
}

pinMode(6, OUTPUT);
if (cm>=31){
digitalWrite(6, HIGH);
delay(500);
digitalWrite(6, LOW);
delay(500);
}
else {
digitalWrite(6, LOW);

}
pinMode(9, OUTPUT);
```
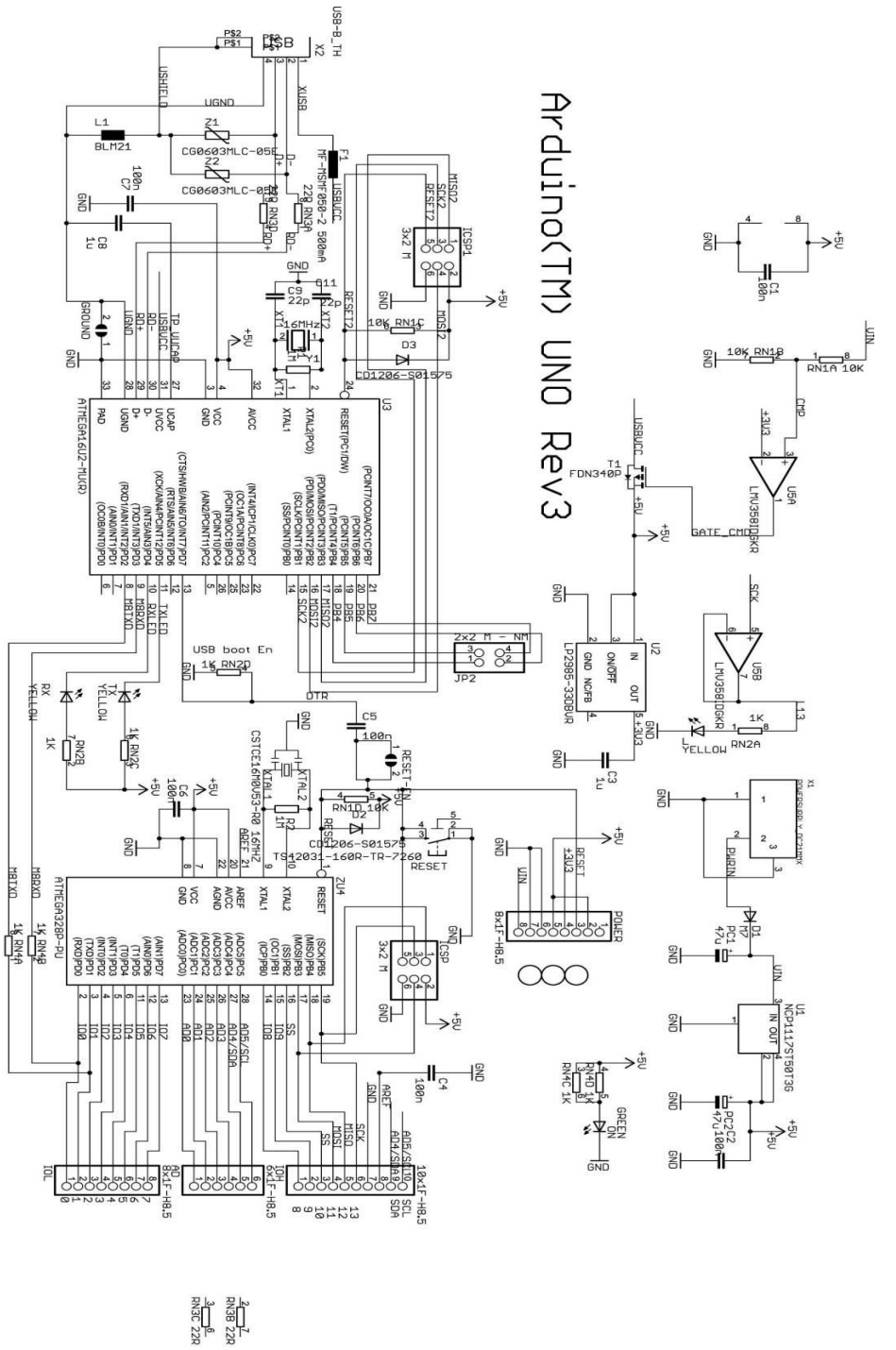
```
  if (cm<=30){
  digitalWrite(9, HIGH);
  delay(500);
  digitalWrite(9, LOW);
  delay(500);
}
else {
 digitalWrite(9,LOW);
}
}
```

LAMPIRAN B

SKEMA RANGKAIAN SISTEM PEMANTAUAN KETINGGIAN AIR

SUNGAI MENGGUNAKAN GELOMBANG ULTRASONIK

LAMPIRAN C
SKEMA RANGKAIAN ARDUINO UNO

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