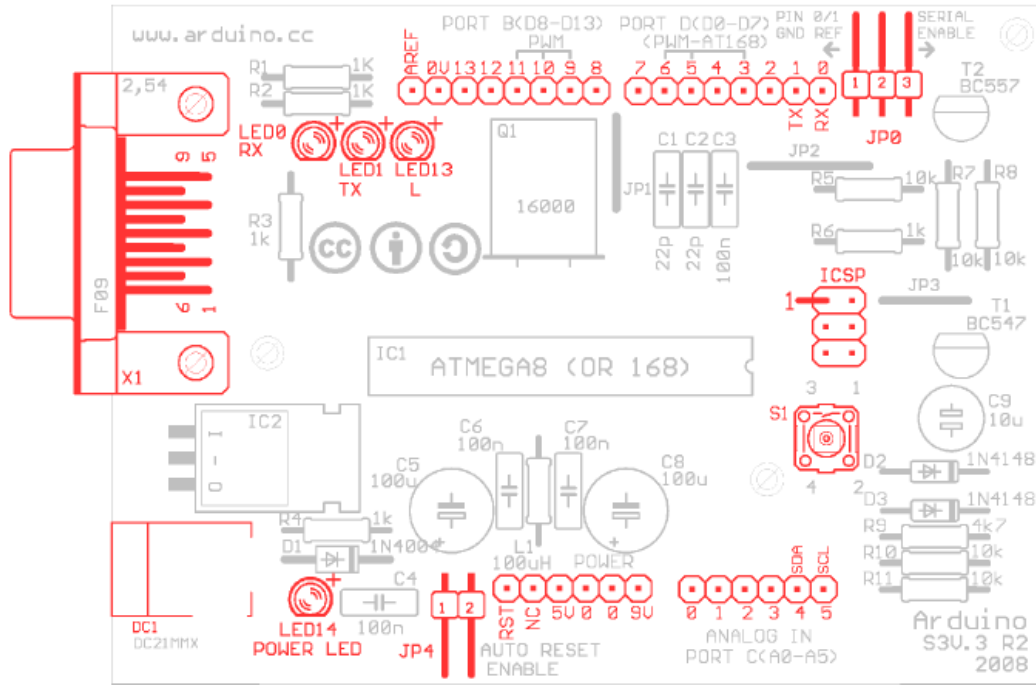


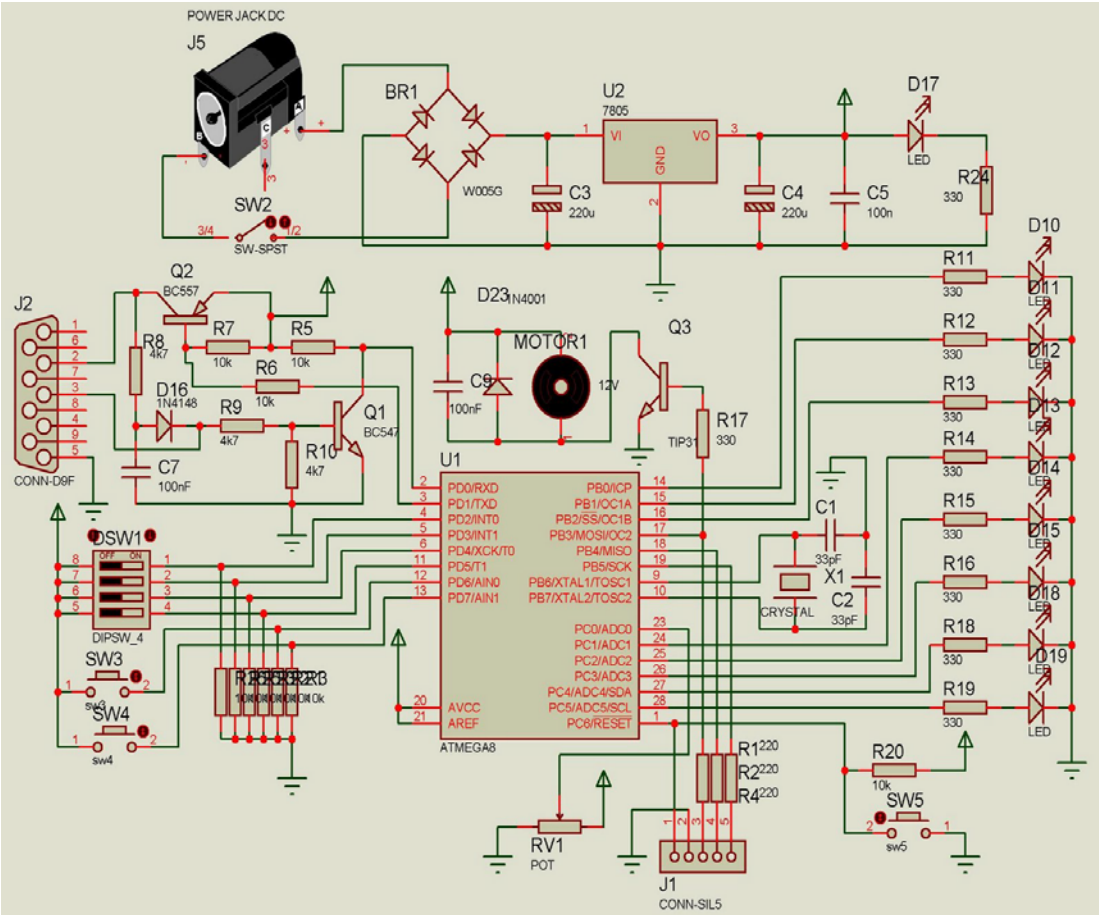
Lampiran

Lampiran Arduino Severino

Arduino S3v3 – Serial Single Sided Version 3 (Revision 2) User Manual



Skematik Arduino



Kode Sumber Program Pada Arduino Alpha 0022

```
int kabel1 = 14;
int kabel2 = 15;
int Simpen=0;
int potensio = A2;
int a = 0;

void setup() {
  Serial.begin(9600);
  pinMode(potensio, INPUT);
  pinMode(kabel1, OUTPUT);
  pinMode(kabel2, OUTPUT);
}

void naik(){
  digitalWrite(kabel1, HIGH); // Naik
  digitalWrite(kabel2, LOW);
  delay(6000);
}

void mati(){
  digitalWrite(kabel1, LOW); // Mati
  digitalWrite(kabel2, LOW);
}

void turun(){
  digitalWrite(kabel1, LOW); // Turun
  digitalWrite(kabel2, HIGH);
  delay(6000);
}

void loop() {
  Simpen = analogRead(potensio);
  delay(1000);
  Serial.println(Simpen);
  delay(1000);

  if ( (Simpen > 50) && (Simpen < 75) && (a == 0) ){ // Level 0 naik ke 2
    naik();
    a = 2;
    mati();
  }
}
```

```
if ( (Simpén > 45) && (Simpén < 50) && (a == 2) ){ // Level 2 turun ke 1
a = 1;
mati();
}
```

```
if ( (Simpén < 45) && (a == 1) ){ // Level 1 turun ke 0
turun();
a = 0;
mati();
}
```

```
if ( (Simpén > 75) && (Simpén < 150) && (a == 2) ){ // Level 2 naik ke 4
naik();
a = 4;
mati();
}
```

```
if ( (Simpén > 70) && (Simpén < 75) && (a == 4) ){ // Level 4 turun ke 3
a = 3;
mati();
}
```

```
if ( (Simpén > 50) && (Simpén < 70) && (a == 3) ){ // Level 3 turun ke 2
turun();
a = 2;
mati();
}
```

```
if ( (Simpén > 150) && (Simpén < 210) && (a == 4) ){ // Level 4 naik ke 6
naik();
a = 6;
mati();
}
```

```
if ( (Simpén > 145) && (Simpén < 150) && (a == 6) ){ // Level 6 ke 5
a = 5;
mati();
}
```

```
if ( (Simpén > 75) && (Simpén < 145) && (a == 5) ){ // Level 5 turun ke 4
turun();
a = 4;
```

```
mati();  
}  
  
}
```