

LAMPIRAN

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int jumlah1=12;
int jumlah2=12;
int jumlah3=12;
int sensor1;
int sensor2;
int sensor3;
int sensor4;
int sensor5;
int sensor6;
int swm1,swk1, swm2, swk2, swm3,swk3;

#include <LiquidCrystal.h>
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

void setup() {
  Serial.begin(9600);
  // initialize the digital pin as an output.
  // Pin 13 has an LED connected on most Arduino boards:
  pinMode(10, OUTPUT);
  pinMode(9, OUTPUT);
  pinMode(8, OUTPUT);
  pinMode(7, OUTPUT);
  pinMode(6, OUTPUT);

  lcd.begin(16, 2);
  swm1=0;
  swk1=0;
  swm2=0;
  swk2=0;
  swm3=0;
  swk3=0;
}

void loop(){
// sensor
  sensor1=analogRead(A0);
  Serial.println(sensor1);
  if(sensor1>=600 && swm1==0){
    jumlah1=jumlah1-1;
    swm1=1;
  }

  if(sensor1 < 600 && swm1==1){
    swm1=0;
  }
  sensor2=analogRead(A1);

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Serial.println(sensor2);
if(sensor2>=600 && swk1==0){
  jumlah1=jumlah1+1;
  swk1=1;
}
if(sensor2 < 600 && swk1==1){
  swk1=0;
}

sensor3=analogRead(A2);
Serial.println(sensor3);
if(sensor3 >= 600 && swm2==0){
  jumlah2=jumlah2-1;
  swm2=2;
}

if(sensor3 < 600 && swm2==2){
  swm2=0;
}

sensor4=analogRead(A3);
Serial.println(sensor4);
if(sensor4 >= 600 && swk2==0){
  jumlah2=jumlah2+1;
  swk2=2;
}

if(sensor4 < 600 && swk2==2){
  swk2=0;
}

sensor5=analogRead(A4);
Serial.println(sensor5);
if(sensor5>=600 && swm3==0){
  jumlah3=jumlah3-1;
  swm3=3;
}

if(sensor5 < 600 && swm3==3){
  swm3=0;
}

sensor6=analogRead(A5);
Serial.println(sensor5);
if(sensor6>=600 && swk3==0){
  jumlah3=jumlah3+1;
}

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swk3=3;
}

if(sensor6 < 600 && swk3==3){
    swk3=0;
}

// mengatur tampilan pada LCD
if(jumlah1<=0){
    jumlah1=0;
}
    if(jumlah1>12){
jumlah1=12;
}
    if(jumlah2<=0){
jumlah2=0;
}
    if(jumlah2>12){
jumlah2=12;
}
    if(jumlah3<=0){
jumlah3=0;
}
    if(jumlah3>12){
jumlah3=12;
}

//membuat prioritas untuk mengatur penyalan LED
if((jumlah1==jumlah2) && (jumlah1==jumlah3)){
    digitalWrite(10,LOW);
    digitalWrite(9,HIGH);
    digitalWrite(8,LOW);
    digitalWrite(7,LOW);
    digitalWrite(6,LOW);
}

if((jumlah2==jumlah3) && (jumlah2 > jumlah1) ||
(jumlah2 > jumlah1) && (jumlah2 > jumlah3)){
    digitalWrite(10,HIGH);
    digitalWrite(9,LOW);
    digitalWrite(8,LOW);
    digitalWrite(7,HIGH);
    digitalWrite(6,LOW);
}

if((jumlah1==jumlah2) && (jumlah3 > jumlah1) ||

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(jumlah3 > jumlah1) && (jumlah3 > jumlah2)){
    digitalWrite(10,HIGH);
    digitalWrite(9,LOW);
    digitalWrite(8,HIGH);
    digitalWrite(7,LOW);
    digitalWrite(6,HIGH);
}
if((jumlah1==jumlah2) && (jumlah1 > jumlah3) ||
(jumlah1 > jumlah2) && (jumlah1 > jumlah3)){
    digitalWrite(10,LOW);
    digitalWrite(9,HIGH);
    digitalWrite(8,LOW);
    digitalWrite(7,LOW);
    digitalWrite(6,LOW);
}

// menampilkan karakter pada LCD
    lcd.clear();
    lcd.setCursor(0,0);
    lcd.print("A:");
    lcd.print(jumlah1);
    lcd.setCursor(0,1);
    lcd.print("B:");
    lcd.print(jumlah2);
    lcd.setCursor(5,0);
    lcd.print("C:");
    lcd.print(jumlah3);
    delay(50);
}

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