

LAMPIRAN *SCRIPT* PROGRAM ARDUINO

```
int miCro1 = 4;
int miCro2 = 5;
int miCro3 = 6;
int miCro4 = 7;
int miCro5 = 8;
int miCro6 = 9;
int miCro7 = 10;
int miCro8 = 11;
int miCro9 = 12;
int miCro10 = 13;
int tomBol = 2;
int koSong = 0;
String petunJuk;
int inFo = 0;

void setup()
{
  // put your setup code here, to run once:
  Serial.begin(9600);
  pinMode(miCro1,INPUT);
  pinMode(miCro2,INPUT);
  pinMode(miCro3,INPUT);
  pinMode(miCro4,INPUT);
  pinMode(miCro5,INPUT);
  pinMode(miCro6,INPUT);
  pinMode(miCro7,INPUT);
  pinMode(miCro8,INPUT);
  pinMode(miCro9,INPUT);
  pinMode(miCro10,INPUT);
  pinMode(tomBol,INPUT);
}

void loop()
{
  if(digitalRead(tomBol) == HIGH){
    // Serial.println("tombol ditekan");
    if (digitalRead(miCro1) == LOW){
      koSong = koSong + 1;
      petunJuk += "A1";
    }
    if (digitalRead(miCro2) == LOW){
      koSong = koSong + 1;
      petunJuk += " A6";
    }
  }
}
```

```

if (digitalRead(miCro3) == LOW){
  koSong = koSong + 1;
  petunJuk += " A2";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro4) == LOW){
  koSong = koSong + 1;
  petunJuk += " A7";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro5) == LOW){
  koSong = koSong + 1;
  petunJuk += " A3";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro6) == LOW){
  koSong = koSong + 1;
  petunJuk += " A8";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro7) == LOW){
  koSong = koSong + 1;
  petunJuk += " A4";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro8) == LOW){
  koSong = koSong + 1;
  petunJuk += " A9";
  if(koSong == 3){
    goto bailout;
  }
}
if (digitalRead(miCro9) == LOW){
  koSong = koSong + 1;
  petunJuk += " A5";
  if(koSong == 3){

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```

    goto bailout;
  }
}
if (digitalRead(miCro10) == LOW){
  koSong = koSong + 1;
  petunJuk += " A10";
  if(koSong == 3){
    goto bailout;
  }
}
if (koSong == 0){
  petunJuk += "PENUH !";
}
bailout:
Serial.println(petunJuk);
delay(2000);
}
else{
  if (digitalRead(miCro1) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro2) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro3) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro4) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro5) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro6) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro7) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro8) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro9) == LOW){
    inFo = inFo + 1;
  }
  if (digitalRead(miCro10) == LOW){

```

```
    inFo = inFo + 1;
  }
  Serial.print("Tersedia ");
  Serial.println(inFo);
  delay(2000);
}
koSong = 0;
inFo = 0;
petunJuk = "";
// put your main code here, to run repeatedly:
delay(100);
}
```

LAMPIRAN *SCRIPT* PROGRAM DELPHI 7

```
unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms,
  Dialogs, CPort, ExtCtrls, StdCtrls;

type
  TForm1 = class(TForm)
    Timer1: TTimer;
    ComPort1: TComPort;
    Label2: TLabel;
    Label3: TLabel;
    Panel1: TPanel;
    Panel2: TPanel;
    Label1: TLabel;
    procedure Timer1Timer(Sender: TObject);
    procedure FormCreate(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

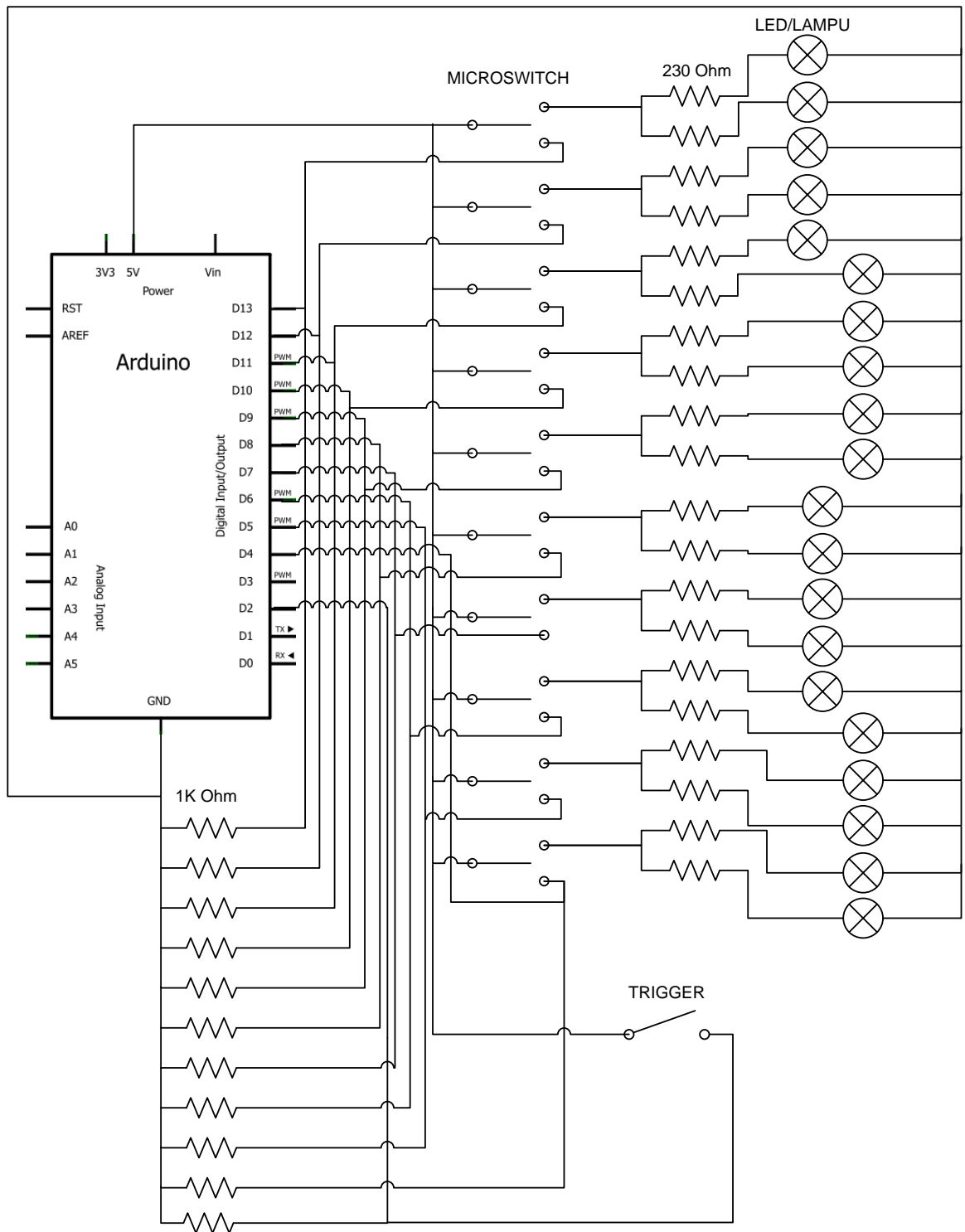
{$R *.dfm}

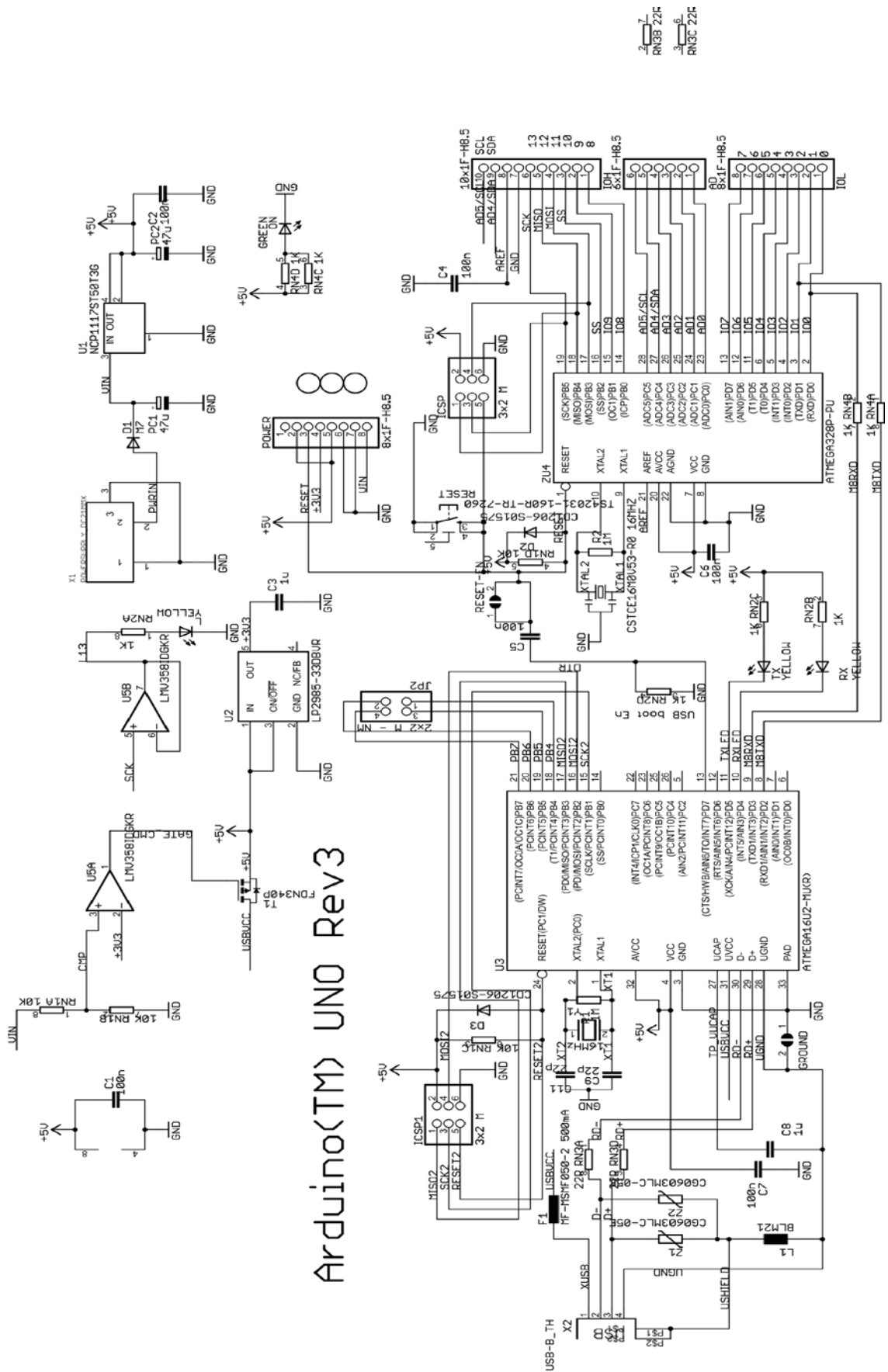
procedure TForm1.Timer1Timer(Sender: TObject);
var
  info : string;
begin
  comport1.ReadStr(info,35);
  label1.Caption:=info;
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
  comport1.Connected:=true;
```

```
if comport1.Connected=true then  
timer1.Enabled:=true  
end;  
  
end.
```

LAMPIRAN SKEMA RANGKAIAN KESELURUHAN





Arduino(TM) UNO Rev3