

LAMPIRAN A

Daftar Program Arduino

A. Program Arduino untuk Konveyor

```
void setupConveyor() {  
  pinMode(6, OUTPUT);  
  pinMode(7, OUTPUT);  
}  
void conveyorAStop() {  
  digitalWrite(6, LOW);  
}  
void conveyorAStart() {  
  digitalWrite(6, HIGH);  
}  
void conveyorBStop() {  
  digitalWrite(7, LOW);  
}  
void conveyorBStart() {  
  digitalWrite(7, HIGH);  
}
```

B. Program Arduino untuk *Rotary Encoder*

```
#include <Encoder.h>  
Encoder myEnc(3, 2);  
long oldPosition = -999;  
long encoderGetValue() {  
  return myEnc.read();  
}
```

C. Program Arduino untuk Proximity

```
void setupProximity() {  
  pinMode(46, INPUT_PULLUP);  
}  
boolean proximityGetValue() {  
  return !digitalRead(46);  
}
```

D. Program Arduino untuk Servo

```
#include <Servo.h>
Servo servoA;
Servo servoB;
Servo servoC;
void setupServo() {
servoA.attach(48);
servoB.attach(50);
servoC.attach(52);
servoA.write(0);
servoB.write(0);
servoC.write(0);
}
void servoASetUp() {
servoA.write(45);
}
void servoASetDown() {
servoA.write(0);
}
void servoBSetUp() {
servoB.write(45);
}
```

E. Program Arduino untuk SMS

```
void setupSms() {
Serial1.begin(9600);
}
void smsSend(String number, String msg) {
digitalWrite(5, HIGH);
Serial1.println("AT+CMGF=1");
delay(1000);
Serial1.println("AT+CNMI=2,2,0,0,0");
Serial1.println("AT+CMGF=1");
delay(1000);
Serial1.println("AT+CMGS=\"\" + number + "\"\r");
digitalWrite(5, LOW);
delay(1000);
Serial1.println(msg);
}
```

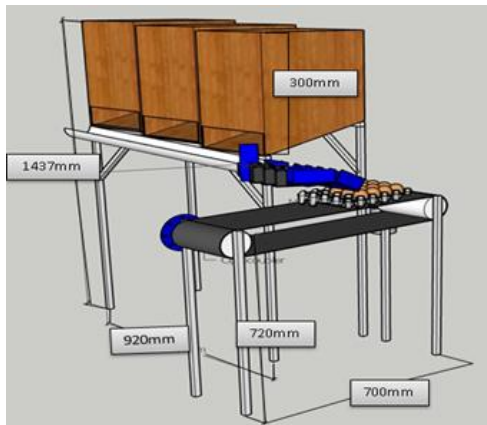
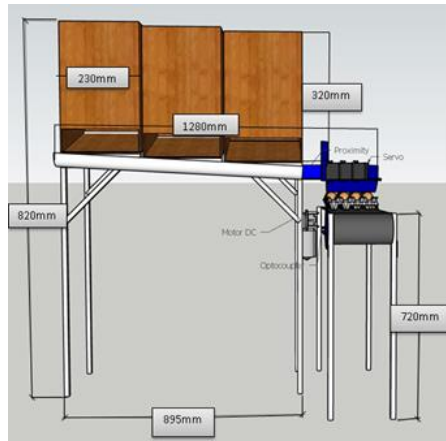
```
    delay(100);  
    Serial1.println((char)26);  
    delay(5000);  
}
```

F. Program Arduino untuk sensor LDR

```
int initialValueA = 0;  
int initialValueB = 0;  
int tolerance = 300;  
void setupLdr() {  
    delay(1000);  
    initialValueA = analogRead(A14);  
    initialValueB = analogRead(A15);  
}  
boolean ldrAGetValue() {  
    return analogRead(A14) < (initialValueA - tolerance);  
}  
boolean ldrBGetValue() {  
    return analogRead(A15) < (initialValueB - tolerance);  
}
```

LAMPIRAN B

DESAIN ALAT



LAMPIRAN C

Gambar Alat



