

LAMPIRAN

- Kode Program Arduino Yang Digunakan

```
#include <Servo.h>
#define tombol1Kuning 8
#define tombol2Hijau 12
#define relayPin 9
#define servoMotor 10

// Servo Control
Servo myservo;
int Posisi_Normal_Saringan = 0;
int Posisi_Setengah_Angkatan = 20;
int Posisi_Angkatan_Saringan = 100;
int JumlahAngkatan = 5;
unsigned long time;
unsigned long previousMillis=0;
unsigned long IntervalAngkatanSaringan = 420000;
unsigned long IntervalPutaranPeniris = 30000;

enum m_state{
wait_stat,
Angkatan_Saringan,
Motor_Berputar
};
m_state state_now = wait_stat;

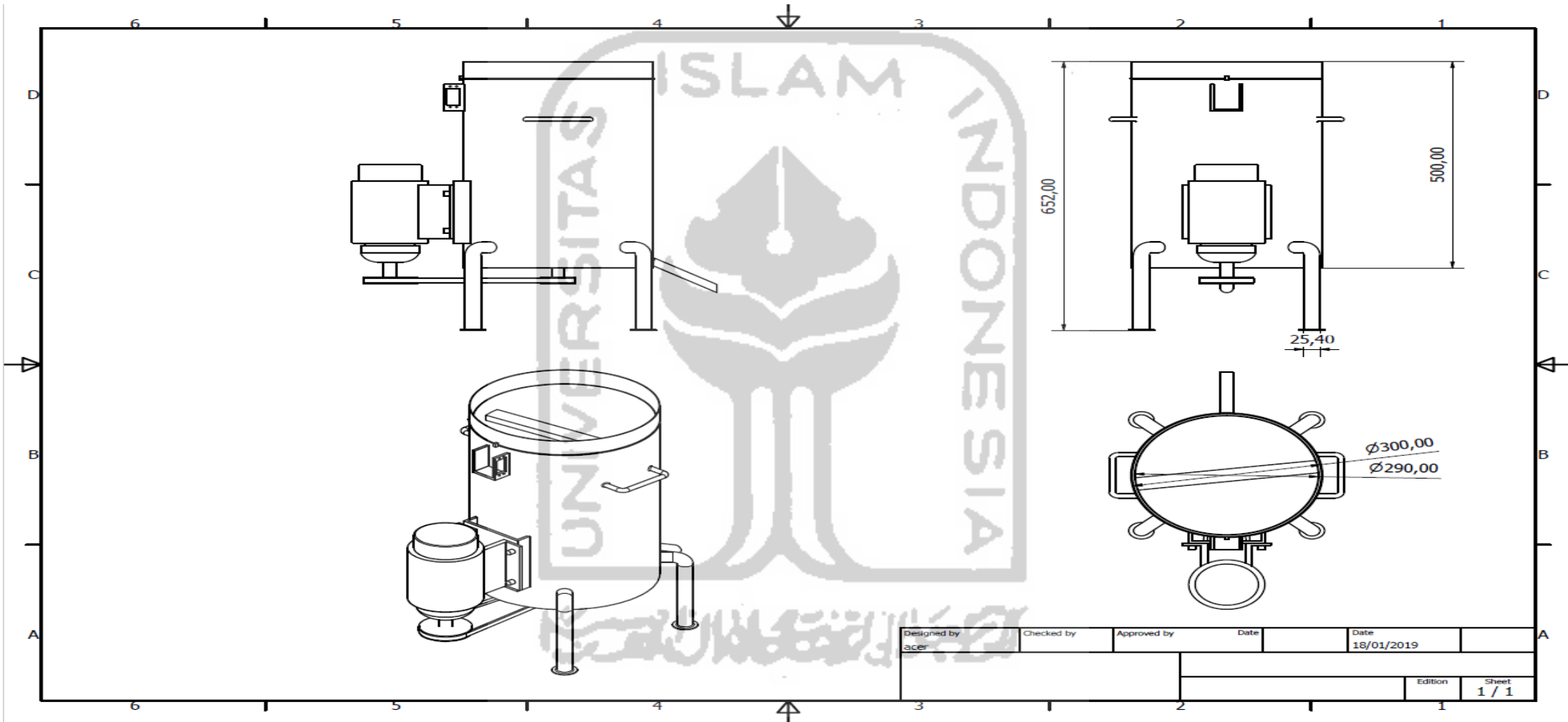
void setup() {
Serial.begin(9600);
pinMode(tombol1Kuning, INPUT_PULLUP);
pinMode(tombol2Hijau, INPUT_PULLUP);
```

```
pinMode(relayPin, OUTPUT);
digitalWrite(relayPin,HIGH);
pinMode(servoMotor, OUTPUT);
myservo.attach(servoMotor);
// pinMode(tombol2Hijau, INPUT_PULLUP);
}
```

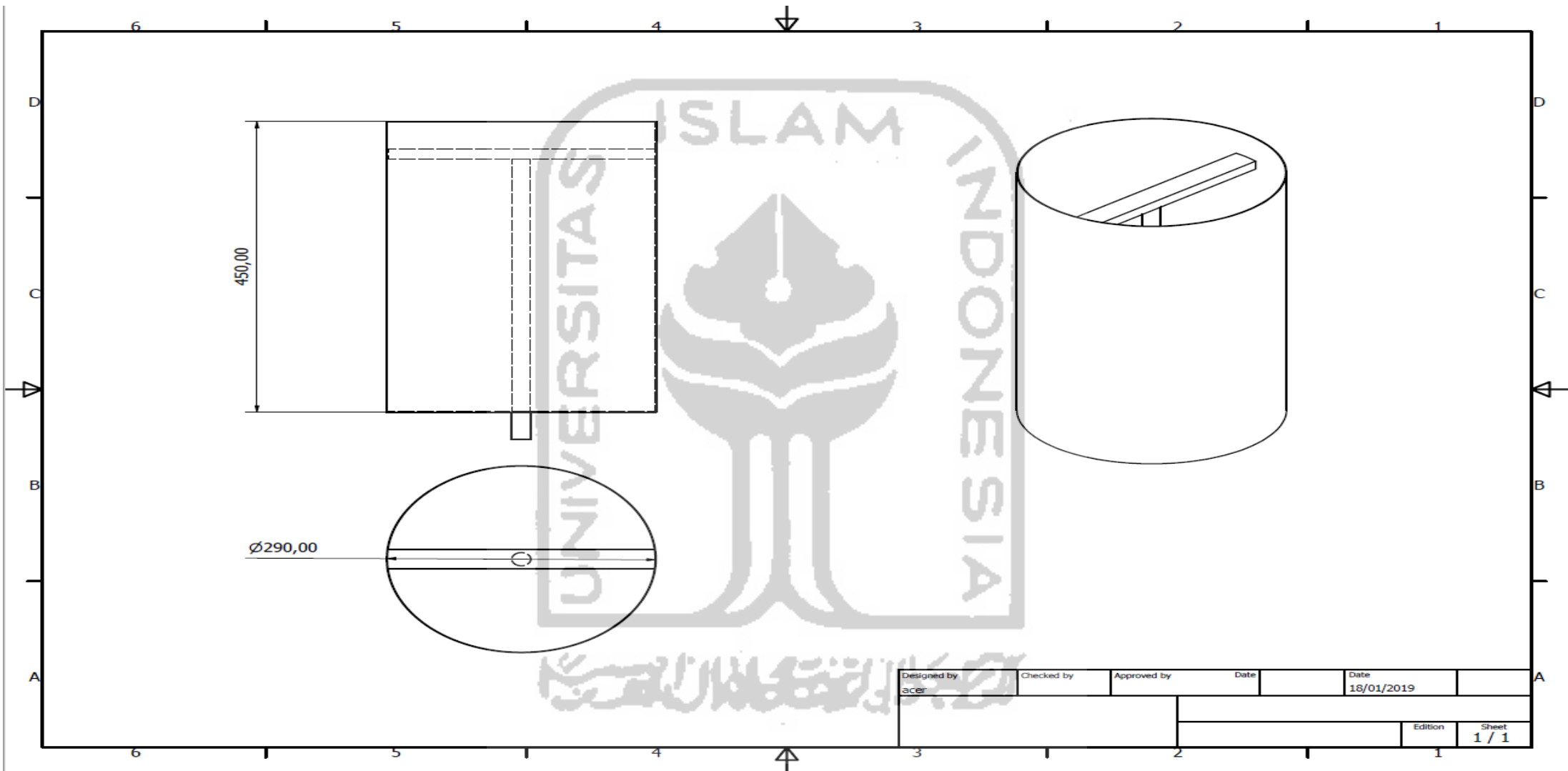
```
void loop() {
switch(state_now){
case wait_stat:
if(digitalRead(tombol1Kuning) == 0){
state_now = Angkatan_Saringan;
}else if(digitalRead(tombol2Hijau) == 0){
Serial.println("TombolHijau Pressed");
state_now = Motor_Berputar;
}
break;
}
}
```



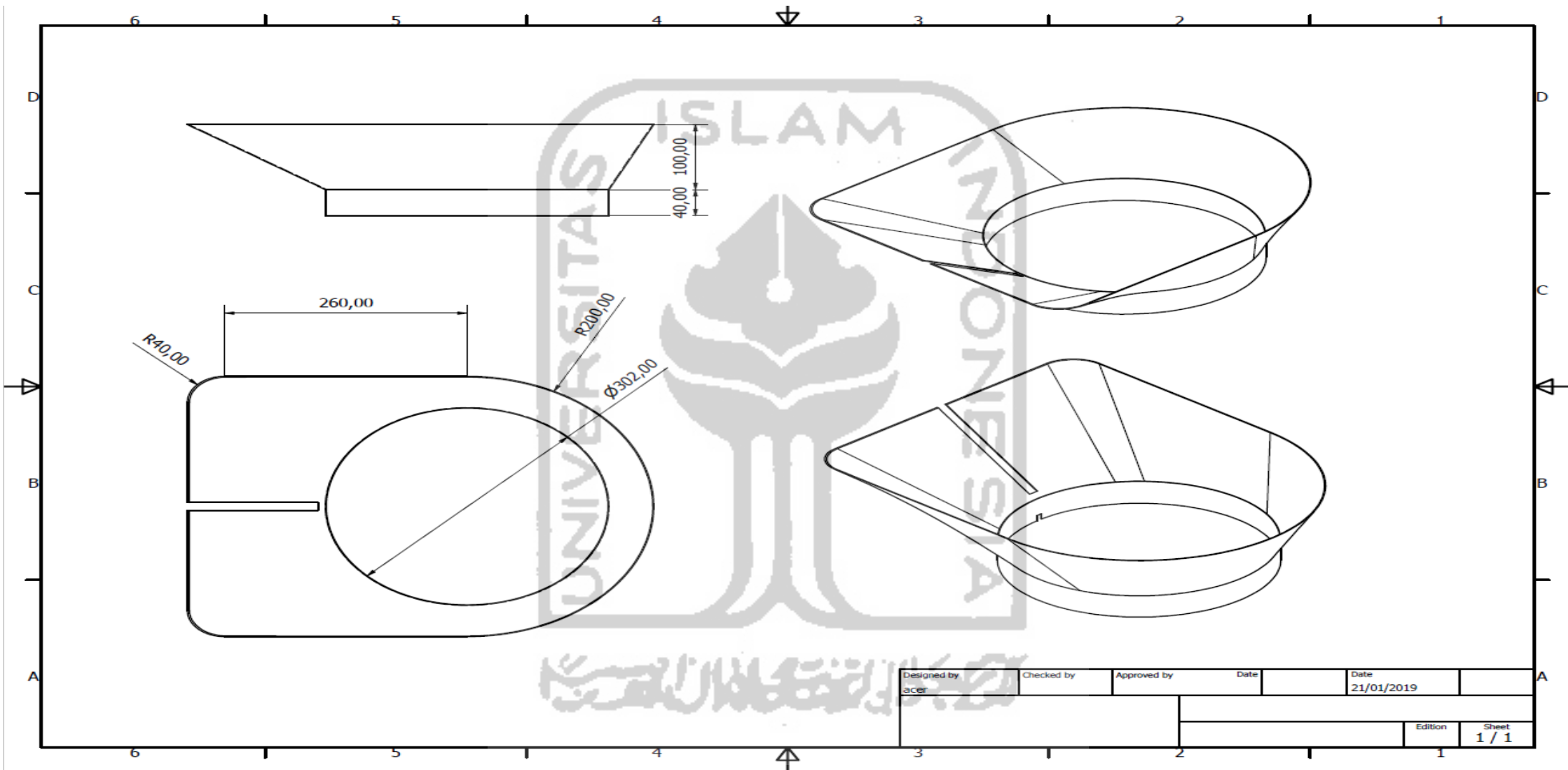
GAMBAR TEKNIK MESIN *SPINNER* PENIRIS MINYAK OTOMATIS



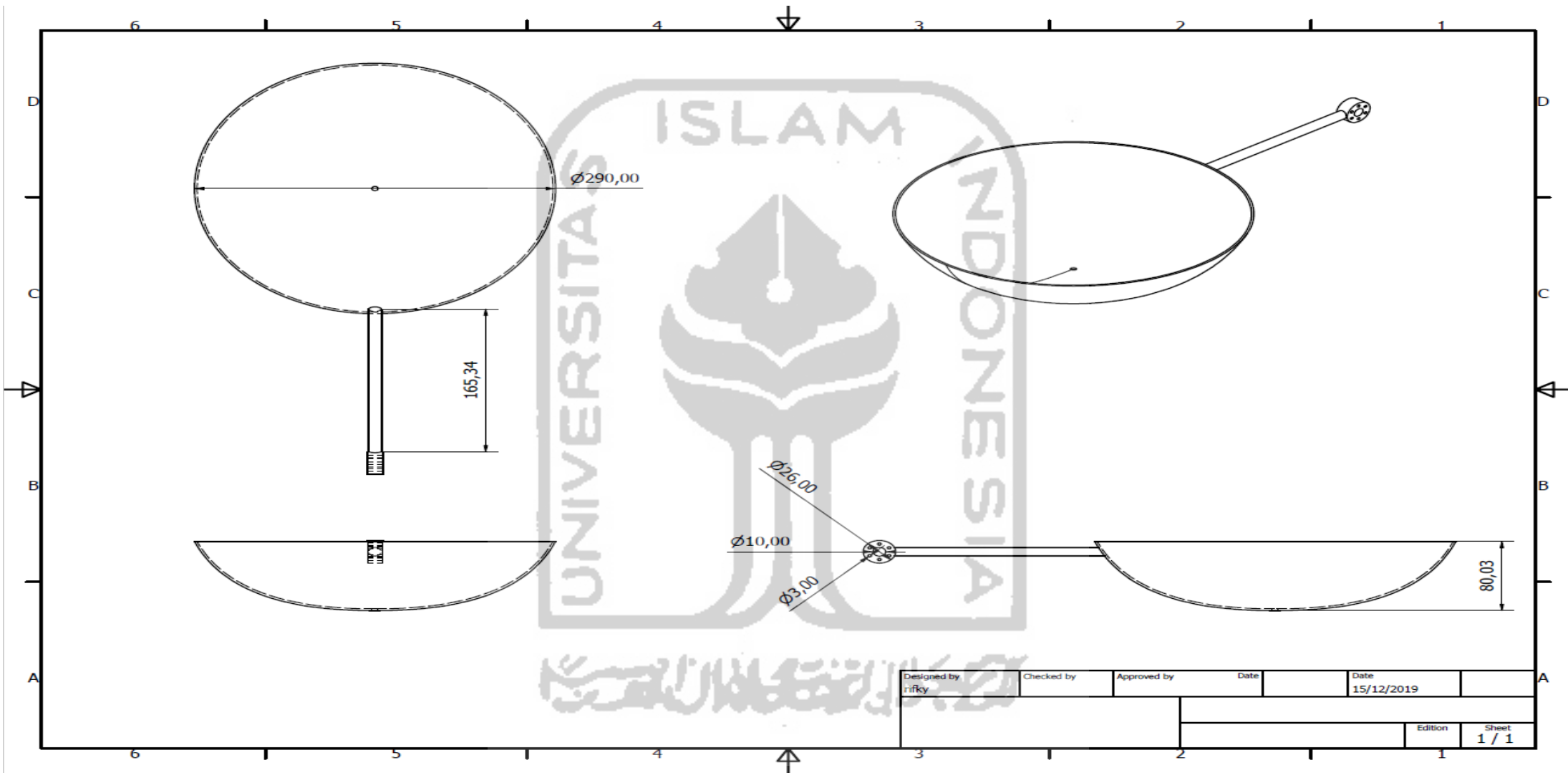
Gambar 1 Dimensi Alat



Gambar 2 Dimensi Tabung Spinner



Gambar 3 Dimensi Corong Minyak



Gambar 4 Dimensi Saringan Minyak