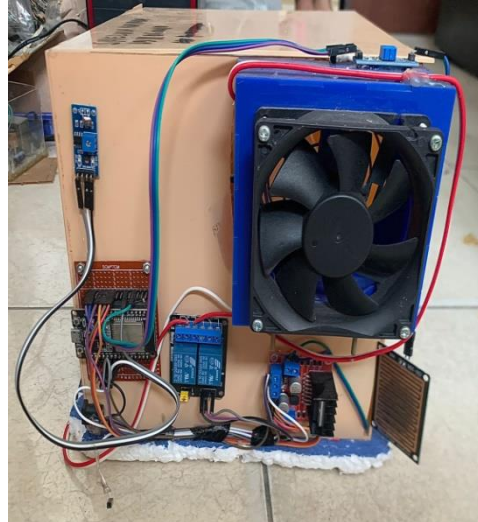


# LAMPIRAN

## GAMBAR ALAT



## Program Arduino IDE

```
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);

#include <AccelStepper.h>

int cahaya = 32;
int air = 34;

const int bawah=0;
const int atas=4095;
const int Db=0;
const int Da=4095;
#define relay1 12
#define relay2 13

byte hold1 = 0; // tahan putaran motor jemur ikan asin
byte hold2 = 0; // tahan putaran motor balik ikan asin
byte Stop = 0;

void jemur();
void kembali();
void berhenti();
void setup() {
  pinMode(cahaya,INPUT);
  pinMode(air,INPUT);
  pinMode(relay1, OUTPUT); //Deklarasi variabel RELAY sebagai Output
  pinMode(relay2, OUTPUT);
  Serial.begin(9600);
  lcd.begin(16,2);
```

```
lcd.init();
// Nyalakan backlight
lcd.backlight();

lcd.setCursor(0, 0);
lcd.print("CHUSUL CHOTIMAH");
lcd.setCursor(0, 1);
lcd.print("1461900108");
delay(2000);
lcd.clear();
}

void loop() {

int data_air=analogRead(air);
int range=map(data_air,bawah,atas,0,100);
int data_cahaya=analogRead(cahaya);
int range1=map(data_cahaya,Db,Da,0,100);

Serial.print("Air : ");
Serial.println(range);
Serial.print("Cahaya : ");
Serial.println(range1);
  lcd.setCursor(0, 0);
  lcd.print("KONIDSI JEMURAN ");

if((range1<=90)&&(range>80))// jemur ikan asin siang hari
  { //Blynk.notify("Notif : JEMURAN IKAN KELUAR!");
```

```

    lcd.setCursor(0, 1);
    lcd.print("JEMURAN IKAN KELUAR");
    Serial.print("JEMURAN IKAN KELUAR: ");
    if ( hold1 == 0){
        kembali();
    }
    if ( Stop == 1){
    }
}

if((range1<=90)&&(range<80))//tarik ikan asin siang hari jika hujan
{
    lcd.setCursor(0, 1);
    lcd.print("JEMURAN IKAN MASUK");
    Serial.print("JEMURAN IKAN MASUK: ");
    if ( hold2 == 0){
        jemur();

    }
    if ( Stop == 1){
    }
}
    delay (500);
}

void jemur(){
    Stop = 0;
    digitalWrite(relay1, LOW);
    lay (1000);
    hold1 = 1;
    hold2 = 0;
    berhenti();
}

```

```
}
```

```
void kembali(){
```

```
  Stop = 0;
```

```
  digitalWrite(relay2, LOW);
```

```
  delay(1000);
```

```
    hold1 = 0;
```

```
    hold2 = 1;
```

```
    berhenti();
```

```
}
```

```
void berhenti(){
```

```
  digitalWrite(relay1, HIGH);
```

```
  digitalWrite(relay2, HIGH);
```

```
  Stop = 1;
```

```
  delay(100);
```

```
}
```