

LAMPIRAN

Codingan

```
program_lulLampa_jhu_base
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
#include <EEPROM.h>

// EEPROM addresses
#define EEPROM_ADDR_VOLUME 0
#define EEPROM_ADDR_HUMID 4
#define EEPROM_ADDR_TEMP 8
#define EEPROM_ADDR_PRES 12

// Pin
#define FLOW_SENSOR_PIN D4
#define TR_SENSOR_PIN D6
#define PUMP_PIN D5
const int ledPin1 = D0;
const int ledPin2 = D7;

// LCD
LiquidCrystal_I2C lcd(0x27, 20, 4);

// Variabel aliran
volatile int pulseCount = 0;
volatile unsigned long lastPulseMicros = 0; // debounce timestamp

long timeNow = 0;

Show Debug
Sketch names must start with a letter or number, followed by letters,
numbers, dashes, dots and underscores. Maximum length is 63 characters.
```

Pengerjaan Alat



Bentuk Alat

