



Program Arduino

```
#include <SoftwareSerial.h> //pemanggilan library Komunikasi Serial

int a = 0 ;
int b = 0 ;
int c = 0 ;
int d = 0 ;
int x = 0 ;
int y = 1 ;
int motorPin = 3;
int motorPin2 = 5;
SoftwareSerial BT(10,11); //deklarasi pin Bluetooth yang digunakan TX, RX
char Data = 0; //deklarasi data serial yang diterima dari Bluetooth

void setup()
{  pinMode(motorPin, OUTPUT); //setting output
  Serial.begin(9600); //setting Serial Monitor
  while (! Serial);
  BT.begin(9600); //setting Bluetooth
}

void loop()
{  if(Serial.available(>0)
   { Data = Serial.read();
     Serial.print(Data);
     Serial.print("\n");
     if(Data=='1')
     { a = 1;
       b = 0;
       c = 0;
```

```
d = 0;}
if(Data=='2')
{ a = 0;
  b = 1;
  c = 0;
  d = 0;}
if(Data=='3')
{ a = 0;
  b = 0;
  c = 1;
  d = 0;}
if(Data=='4')
{ a = 0;
  b = 0;
  c = 0;
  d = 1;}
if(Data=='5')
{ x = 1;
  y = 0;}
if(Data=='6')
{ x = 0;
  y = 1;}
if(a == 1 && x == 1){analogWrite(motorPin, 64);
  Serial.println("64 Auto");}
if(b == 1 && x == 1){analogWrite(motorPin, 128);
  Serial.println("128 Auto");}
if(c == 1 && x == 1){analogWrite(motorPin, 192);
  Serial.println("192 Auto");}
if(d == 1 && x == 1){analogWrite(motorPin, 256);
```



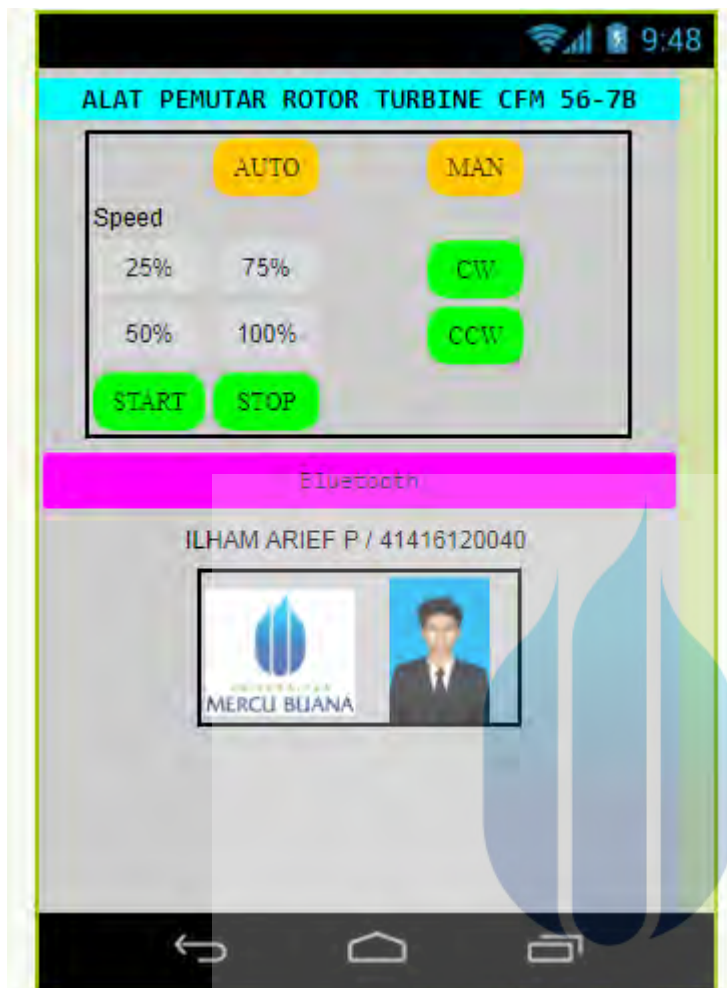
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```
        Serial.println("256 Auto");}
if(y == 1 || Data == '8'){analogWrite(motorPin, 0);
        Serial.println("Stop CW");y = 0;}
if(Data == 'j'){analogWrite(motorPin2, 0);
        Serial.println("Stop CCW");}
if(Data == '7'){analogWrite(motorPin, 64);
        Serial.println("64 Man CW");}
if(Data == '9'){analogWrite(motorPin2, 64);
        Serial.println("64 Man CCW");}}}
```



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Program MIT APP INVENTOR



```
when ListPicker1.BeforePicking
do set ListPicker1.Elements to BluetoothClient1.AddressesAndNames

when ListPicker1.AfterPicking
do if call BluetoothClient1.Connect
    address ListPicker1.Selection
    then set ListPicker1.Elements to BluetoothClient1.AddressesAndNames
    if BluetoothClient1.IsConnected
    then set Label1.Text to connected
    set Label1.TextColor to green
    else set Label1.Text to not connected
    set Label1.TextColor to red

when Clock1.Timer
do if BluetoothClient1.IsConnected and call BluetoothClient1.BytesAvailableToReceive > 0
then
```

```
when KECE25 .Click
do call BluetoothClient1 .SendText
text "1"

when KECE50 .Click
do call BluetoothClient1 .SendText
text "2"

when KECE75 .Click
do call BluetoothClient1 .SendText
text "3"

when KECE100 .Click
do call BluetoothClient1 .SendText
text "4"

when START .Click
do call BluetoothClient1 .SendText
text "5"

when STOP .Click
do call BluetoothClient1 .SendText
text "6"

when CW .TouchDown
do call BluetoothClient1 .SendText
text "7"

when CCW .TouchDown
do call BluetoothClient1 .SendText
text "8"

when CW .TouchUp
do call BluetoothClient1 .SendText
text "9"

when CCW .TouchUp
do call BluetoothClient1 .SendText
text "10"
```



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