

LAMPIRAN

Foto Alat



Coding CodeVision Untuk Pemograman Mikrokontroler

/*****

This program was produced by the

CodeWizardAVR V2.05.3 Standard

Automatic Program Generator

© Copyright 1998-2011 Pavel Haiduc, HP InfoTech s.r.l.

<http://www.hpinfotech.com>

Project :

Version :

Date : 7/26/2015

Author : Sh.mukti

Company : Jangan gunakan software bajakan!

Comments:

Chip type : ATmega8535

Program type : Application

AVR Core Clock frequency: 11.059200 MHz

Memory model : Small

External RAM size : 0

Data Stack size : 256

*****/

```
#include <mega16a.h>
```

```
#include <delay.h>
```

```
// Standard Input/Output functions
```

```

#include <stdio.h>

int a;

#define ADC_VREF_TYPE 0x60

// Read the 8 most significant bits
// of the AD conversion result

unsigned char read_adc(unsigned char adc_input)
{
    ADMUX=adc_input | (ADC_VREF_TYPE & 0xff);

    // Delay needed for the stabilization of the ADC input voltage

    delay_us(10);

    // Start the AD conversion

    ADCSRA|=0x40;

    // Wait for the AD conversion to complete

    while ((ADCSRA & 0x10)==0);

    ADCSRA|=0x10;

    return ADCH;
}

// Declare your global variables here

```

```

void main(void)

{

// Declare your local variables here

// Input/Output Ports initialization

// Port A initialization

// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In

// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T

PORTA=0x00;

DDRA=0x00;

// Port B initialization

// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In

// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T

PORTB=0x00;

DDRB=0x00;

// Port C initialization

```

```

// Func7=Out Func6=Out Func5=Out Func4=Out Func3=Out Func2=Out
Func1=Out Func0=Out

// State7=0 State6=0 State5=0 State4=0 State3=0 State2=0 State1=0 State0=0

PORTC=0x00;

DDRC=0xFF;

// Port D initialization

// Func7=In Func6=In Func5=In Func4=In Func3=In Func2=In Func1=In
Func0=In

// State7=T State6=T State5=T State4=T State3=T State2=T State1=T State0=T

PORTD=0x00;

DDRD=0x00;

// Timer/Counter 0 initialization

// Clock source: System Clock

// Clock value: Timer 0 Stopped

// Mode: Normal top=0xFF

// OC0 output: Disconnected

TCCR0=0x00;

TCNT0=0x00;

OCR0=0x00;

```

```
// Timer/Counter 1 initialization

// Clock source: System Clock

// Clock value: Timer1 Stopped

// Mode: Normal top=0xFFFF

// OC1A output: Discon.

// OC1B output: Discon.

// Noise Canceler: Off

// Input Capture on Falling Edge

// Timer1 Overflow Interrupt: Off

// Input Capture Interrupt: Off

// Compare A Match Interrupt: Off

// Compare B Match Interrupt: Off

TCCR1A=0x00;

TCCR1B=0x00;

TCNT1H=0x00;

TCNT1L=0x00;

ICR1H=0x00;

ICR1L=0x00;

OCR1AH=0x00;

OCR1AL=0x00;

OCR1BH=0x00;
```

```
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: Timer2 Stopped
// Mode: Normal top=0xFF
// OC2 output: Disconnected

ASSR=0x00;

TCCR2=0x00;

TCNT2=0x00;

OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off

MCUCR=0x00;

MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s) initialization

TIMSK=0x00;
```

```
// USART initialization

// Communication Parameters: 8 Data, 1 Stop, No Parity

// USART Receiver: On

// USART Transmitter: On

// USART Mode: Asynchronous

// USART Baud Rate: 9600

UCSRA=0x00;

UCSRB=0x18;

UCSRC=0x86;

UBRRH=0x00;

UBRRL=0x47;

// Analog Comparator initialization

// Analog Comparator: Off

// Analog Comparator Input Capture by Timer/Counter 1: Off

ACSR=0x80;

SFIOR=0x00;

// ADC initialization

// ADC Clock frequency: 691.200 kHz
```



```

// ADC Voltage Reference: AVCC pin

// ADC Auto Trigger Source: Free Running

// Only the 8 most significant bits of

// the AD conversion result are used

ADMUX=ADC_VREF_TYPE & 0xff;

ADCSRA=0xA4;

SFIOR&=0x1F;

// SPI initialization

// SPI disabled

SPCR=0x00;

// TWI initialization

// TWI disabled

TWCR=0x00;

while (1)
{
    a=read_adc(0);

    delay_ms(100);
}

```

```
if((a>=0)&&(a<=73))  
  
{  
  
    printf("%d",0);  
  
    delay_ms(100);  
  
    PORTC=0b11111111;  
  
    delay_ms(100);  
  
}
```

```
if((a>=75)&&(a<=79))  
  
{  
  
    printf("%d",1);  
  
    delay_ms(100);  
  
    PORTC=0b11111111;  
  
    delay_ms(100);  
  
}
```

```
if((a>=81)&&(a<=85))  
  
{  
  
    printf("%d",2);  
  
    delay_ms(100);  
  
    PORTC=0b11111111;
```

```
    delay_ms(100);  
}  
  
if((a>=87)&&(a<=91))  
{  
    printf("%d",3);  
    delay_ms(100);  
    PORTC=0b11111111;  
    delay_ms(100);  
}  
  
if((a>=93)&&(a<=97))  
{  
    printf("%d",4);  
    delay_ms(100);  
    PORTC=0b11111111;  
    delay_ms(100);  
}  
  
if((a>=99)&&(a<=104))  
{
```

```
printf("%d",5);  
  
delay_ms(100);  
  
PORTC=0b11111111;  
  
delay_ms(100);  
  
}
```

```
if((a>=106)&&(a<=110))  
  
{  
  
printf("%d",6);  
  
delay_ms(100);  
  
PORTC=0b11111111;  
  
delay_ms(100);  
  
}
```

```
if((a>=112)&&(a<=116))  
  
{  
  
printf("%d",7);  
  
delay_ms(100);  
  
PORTC=0b11111111;  
  
delay_ms(100);  
  
}
```

```
if((a>=118)&&(a<=122))  
  
{  
  
printf("%d",8);  
  
delay_ms(100);  
  
PORTC=0b11111111;  
  
delay_ms(100);  
  
}
```

```
if((a>=124)&&(a<=128))  
  
{  
  
printf("%d",9);  
  
delay_ms(100);  
  
PORTC=0b00000000;  
  
delay_ms(100);  
  
}
```

```
if((a>=129)&&(a<=134))  
  
{  
  
printf("A");  
  
delay_ms(100);  
  
}
```

```

    PORTC=0b00000000;

    delay_ms(100);

}

if((a>=135)&&(a<=255))

{

    printf("B");

    delay_ms(100);

    PORTC=0b11111111;

    delay_ms(100);

}

}

}

```

Coding Aplikasi Monitoring Pada Borland Delphi 7

```
unit Unit1;
```

```
interface
```

```
uses
```

```
Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms,
```

Dialogs, StdCtrls, ExtCtrls, TeeProcs, TeEngine, Chart, CPort;

type

```
TForm1 = class(TForm)
    connect: TButton;
    Label1: TLabel;
    setting: TButton;
    exit: TButton;
    Label2: TLabel;
    Label3: TLabel;
    Label4: TLabel;
    Keterangan: TGroupBox;
    Proses: TGroupBox;
    status: TLabeledEdit;
    volume: TLabeledEdit;
    Label5: TLabel;
    Button4: TButton;
    ComPort1: TComPort;
    disconnect: TButton;
    Memo1: TMemo;
    Chart1: TChart;
```

Shape1: TShape;

Shape2: TShape;

Shape3: TShape;

Shape4: TShape;

Shape5: TShape;

Shape6: TShape;

Shape7: TShape;

Shape8: TShape;

Shape9: TShape;

Shape10: TShape;

Label6: TLabel;

Label7: TLabel;

Label8: TLabel;

Label9: TLabel;

Label10: TLabel;

Label11: TLabel;

Label12: TLabel;

Label13: TLabel;

Label14: TLabel;

Label15: TLabel;

Label16: TLabel;


```
Label17: TLabel;  
  
level: TLabeledEdit;  
  
Shape11: TShape;  
  
Label18: TLabel;  
  
Label19: TLabel;  
  
Label20: TLabel;  
  
Label21: TLabel;  
  
Label22: TLabel;  
  
procedure settingClick(Sender: TObject);  
  
procedure connectClick(Sender: TObject);  
  
procedure disconnectClick(Sender: TObject);  
  
procedure ComPort1RxChar(Sender: TObject; Count: Integer);  
  
procedure exitClick(Sender: TObject);  
  
private  
  
    { Private declarations }  
  
public  
  
    { Public declarations }  
  
end;  
  
var  
  
    Form1: TForm1;
```

implementation

{\$R *.dfm}

```
procedure TForm1.settingClick(Sender: TObject);
```

```
begin
```

```
ComPort1.ShowSetupDialog;
```

```
end;
```

```
procedure TForm1.connectClick(Sender: TObject);
```

```
begin
```

```
comport1.Open;
```

```
end;
```

```
procedure TForm1.disconnectClick(Sender: TObject);
```

```
begin
```

```
comport1.close;
```

```
end;
```

```
procedure TForm1.ComPort1RxChar(Sender: TObject; Count: Integer);
```

```
var
data:string;
begin
  comport1.ReadStr(data,count);
  memo1.lines.text:=data;

  if data='0' then
  begin
    shape1.Brush.Color:=clsilver;
    shape2.Brush.Color:=clsilver;
    shape3.Brush.Color:=clsilver;
    shape4.Brush.Color:=clsilver;
    shape5.Brush.Color:=clsilver;
    shape6.Brush.Color:=clsilver;
    shape7.Brush.Color:=clsilver;
    shape8.Brush.Color:=clsilver;
    shape9.Brush.Color:=clsilver;
    shape10.Brush.Color:=clsilver;
    shape11.Brush.Color:=clsilver;
    level.Text:='LEVEL 0';
    status.Text:='BOCOR';
```

volume.Text:='0 LITER';

label21.Caption:='MOTOR POMPA OFF';

label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;

if data='1' then

begin

shape1.Brush.Color:=clred;

shape2.Brush.Color:=clsilver;

shape3.Brush.Color:=clsilver;

shape4.Brush.Color:=clsilver;

shape5.Brush.Color:=clsilver;

shape6.Brush.Color:=clsilver;

shape7.Brush.Color:=clsilver;

shape8.Brush.Color:=clsilver;

shape9.Brush.Color:=clsilver;

shape10.Brush.Color:=clsilver;

shape11.Brush.Color:=clsilver;

level.Text:='LEVEL 1';

status.Text:='BOCOR';

volume.Text:='1 LITER';

label21.Caption:='MOTOR POMPA OFF';

label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;

if data='2' then

begin

shape1.Brush.Color:=clred;

shape2.Brush.Color:=clred;

shape3.Brush.Color:=clsilver;

shape4.Brush.Color:=clsilver;

shape5.Brush.Color:=clsilver;

shape6.Brush.Color:=clsilver;

shape7.Brush.Color:=clsilver;

shape8.Brush.Color:=clsilver;

shape9.Brush.Color:=clsilver;

shape10.Brush.Color:=clsilver;

shape11.Brush.Color:=clsilver;

level.Text:='LEVEL 2';

status.Text:='BOCOR';

volume.Text:='2 LITER';

label21.Caption:='MOTOR POMPA OFF';

label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;

if data='3' then

begin

shape1.Brush.Color:=clred;

shape2.Brush.Color:=clred;

shape3.Brush.Color:=clred;

shape4.Brush.Color:=clsilver;

shape5.Brush.Color:=clsilver;

shape6.Brush.Color:=clsilver;

shape7.Brush.Color:=clsilver;

shape8.Brush.Color:=clsilver;

shape9.Brush.Color:=clsilver;

shape10.Brush.Color:=clsilver;

shape11.Brush.Color:=clsilver;

level.Text:='LEVEL 3';

status.Text:='BOCOR';

volume.Text:='3 LITER';

label21.Caption:='MOTOR POMPA OFF';

```
label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';
```

```
end;
```

```
if data='4' then
```

```
begin
```

```
shape1.Brush.Color:=clred;
```

```
shape2.Brush.Color:=clred;
```

```
shape3.Brush.Color:=clred;
```

```
shape4.Brush.Color:=clred;
```

```
shape5.Brush.Color:=clsilver;
```

```
shape6.Brush.Color:=clsilver;
```

```
shape7.Brush.Color:=clsilver;
```

```
shape8.Brush.Color:=clsilver;
```

```
shape9.Brush.Color:=clsilver;
```

```
shape10.Brush.Color:=clsilver;
```

```
shape11.Brush.Color:=clsilver;
```

```
level.Text:='LEVEL 4';
```

```
status.Text:='BOCOR';
```

```
volume.Text:='4 LITER';
```

```
label21.Caption:='MOTOR POMPA OFF';
```

```
label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';
```

```
end;

if data='5' then

begin

    shape1.Brush.Color:=clred;

    shape2.Brush.Color:=clred;

    shape3.Brush.Color:=clred;

    shape4.Brush.Color:=clred;

    shape5.Brush.Color:=clred;

    shape6.Brush.Color:=clsilver;

    shape7.Brush.Color:=clsilver;

    shape8.Brush.Color:=clsilver;

    shape9.Brush.Color:=clsilver;

    shape10.Brush.Color:=clsilver;

    shape11.Brush.Color:=clsilver;

    level.Text:='LEVEL 5';

    status.Text:='BOCOR';

    volume.Text:='5 LITER';

    label21.Caption:='MOTOR POMPA OFF';

    label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';
```



```
end;

if data='6' then

begin

    shape1.Brush.Color:=clred;

    shape2.Brush.Color:=clred;

    shape3.Brush.Color:=clred;

    shape4.Brush.Color:=clred;

    shape5.Brush.Color:=clred;

    shape6.Brush.Color:=clred;

    shape7.Brush.Color:=clsilver;

    shape8.Brush.Color:=clsilver;

    shape9.Brush.Color:=clsilver;

    shape10.Brush.Color:=clsilver;

    shape11.Brush.Color:=clsilver;

    level.Text:='LEVEL 6';

    status.Text:='BOCOR';

    volume.Text:='6 LITER';

    label21.Caption:='MOTOR POMPA OFF';

    label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;
```

```
if data='7' then

begin

    shape1.Brush.Color:=clred;

    shape2.Brush.Color:=clred;

    shape3.Brush.Color:=clred;

    shape4.Brush.Color:=clred;

    shape5.Brush.Color:=clred;

    shape6.Brush.Color:=clred;

    shape7.Brush.Color:=clred;

    shape8.Brush.Color:=clsilver;

    shape9.Brush.Color:=clsilver;

    shape10.Brush.Color:=clsilver;

    shape11.Brush.Color:=clsilver;

    level.Text:='LEVEL 7';

    status.Text:='BOCOR';

    volume.Text:='7 LITER';

    label21.Caption:='MOTOR POMPA OFF';

    label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;

if data='8' then
```

```
begin

  shape1.Brush.Color:=clred;

  shape2.Brush.Color:=clred;

  shape3.Brush.Color:=clred;

  shape4.Brush.Color:=clred;

  shape5.Brush.Color:=clred;

  shape6.Brush.Color:=clred;

  shape7.Brush.Color:=clred;

  shape8.Brush.Color:=clred;

  shape9.Brush.Color:=clsilver;

  shape10.Brush.Color:=clsilver;

  shape11.Brush.Color:=clsilver;

  level.Text:='LEVEL 8';

  status.Text:='BOCOR';

  volume.Text:='8 LITER';

  label21.Caption:='MOTOR POMPA OFF';

  label22.Caption:='TERJADI KEBOCORAN PADA TANGKI OLI';

end;

if data='9' then

  begin
```

```
shape1.Brush.Color:=clblue;

shape2.Brush.Color:=clblue;

shape3.Brush.Color:=clblue;

shape4.Brush.Color:=clblue;

shape5.Brush.Color:=clblue;

shape6.Brush.Color:=clblue;

shape7.Brush.Color:=clblue;

shape8.Brush.Color:=clblue;

shape9.Brush.Color:=clblue;

shape10.Brush.Color:=clsilver;

shape11.Brush.Color:=clsilver;

level.Text:='LEVEL 9';

status.Text:='NORMAL';

volume.Text:='9 LITER';

label21.Caption:='MOTOR POMPA ON';

label22.Caption:='PROSES BERJALAN DENGAN BAIK';

end;

if data='A' then

begin

    shape1.Brush.Color:=clblue;
```

```
shape2.Brush.Color:=clblue;

shape3.Brush.Color:=clblue;

shape4.Brush.Color:=clblue;

shape5.Brush.Color:=clblue;

shape6.Brush.Color:=clblue;

shape7.Brush.Color:=clblue;

shape8.Brush.Color:=clblue;

shape9.Brush.Color:=clblue;

shape10.Brush.Color:=clblue;

shape11.Brush.Color:=clsilver;

level.Text:='LEVEL 10';

status.Text:='NORMAL';

volume.Text:='10 LITER';

label21.Caption:='MOTOR POMPA ON';

label22.Caption:='PROSES BERJALAN DENGAN BAIK';

end;

if data='B' then

begin

shape1.Brush.Color:=clred;

shape2.Brush.Color:=clred;
```

shape3.Brush.Color:=clred;

shape4.Brush.Color:=clred;

shape5.Brush.Color:=clred;

shape6.Brush.Color:=clred;

shape7.Brush.Color:=clred;

shape8.Brush.Color:=clred;

shape9.Brush.Color:=clred;

shape10.Brush.Color:=clred;

shape11.Brush.Color:=clred;

level.Text:='LEVEL 11';

status.Text:='OVERFLOW';

volume.Text:='11 LITER';

label21.Caption:='MOTOR POMPA OFF';

label22.Caption:='OVERFLOW PADA TANGKI OLI!!!';

end;

end;

procedure TForm1.exitClick(Sender: TObject);

begin

Form1.Close

end;

end.



KARTU KONSULTASI BIMBINGAN TEORI



NIM : 1011500072
Nama : FAHRIUL ZAMIRI
Jurusan : Teknik Informatika
Semester : Gerap Tahun Akademik : 2014/2015
Judul Skripsi : APLIKASI KONTROL DAN MONITORING KEBOCORAN OLI PADA SISTEM HIDROLIK DENGAN MIKROKONTROLER MENGGUNAKAN BOARD DELPHI.

Dosen Pembimbing : Sugiono, M. Kom

NO	Tanggal	Uraian	Paraf Pembimbing
1	29-06-2015	Bimbingan Bab I	
2	25-06-2015	Revisi Bab I	
3	26-06-2015	Bimbingan Bab II	
4	29-06-2015	Revisi Bab II	
5	3-07-2015	Bimbingan Bab II dan III	
6	7-07-2015	Revisi Bab III	
7	10-07-2015	Bimbingan Bab IV dan V	
8	14-08-2015	Revisi Bab IV	
9	20-08-2015	Revisi Bab IV	
10	24-08-2015	Bimbingan Bab I, II, III, IV, V	

Pangkalpinang, 24 Agustus 2015 :
Dosen Pembimbing Teori

()



KARTU KONSULTASI BIMBINGAN PROGRAM

NIM : 1011500072
Nama : FAHRUL ZAMIRI
Jurusan : TEKNIK INFORMATIKA
Semester : Genap Tahun Akademik : 2014/2015
Judul Skripsi : APLIKASI KONTROL DAN MONITORING TEBACORAN OLI PADA SISTEM HIDROLIK DENGAN MIKROKONTROLER MENGGUNAKAN BORLAND DELPHI

Dosen Pembimbing : SUJONO, M. Kom.

NO	Tanggal	Uraian	Paraf Pembimbing
1	06-07-2015	Bimbingan Rancangan Aplikasi I	
2	08-07-2015	Bimbingan Rancangan Aplikasi II	
3	09-07-2015	Bimbingan Coding	
4	13-07-2015	Revisi Rancangan Aplikasi	
5	3-08-2015	Revisi Coding	
6	5-08-2015	Revisi Coding	
7	6-08-2015	Revisi Coding	
8	12-08-2015	Tes Program	
9	13-08-2015	Testing Program dan Revisi	
10	14-08-2015	Testing Program Finishing	

Pangkalpinang, 24 Agustus 2015
Dosen Pembimbing Program

(SUJONO)