

Program Keseluruhan :

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#include <TimerOne.h>
#include <LiquidCrystal.h>
LiquidCrystal lcd(7, 6, 5, 4, 3, 2);
int mulai = A0;
int menit5 = A1;
int menit10 = A2;
int menit15 = A3;
int emergency = A4;
int motor = 11;
int count = 0, menit = 0;
int waktu = 0;
int jalan = 0;
int set = 1;
void setup() {
  // put your setup code here, to run once:
  lcd.begin(16, 2);
  pinMode(mulai, INPUT);
  pinMode(menit5, INPUT);
  pinMode(menit10, INPUT);
  pinMode(menit15, INPUT);
  pinMode(emergency, INPUT);
  pinMode(motor, OUTPUT);
  digitalWrite(mulai, HIGH);
  digitalWrite(menit5, HIGH);
  digitalWrite(menit10, HIGH);
  digitalWrite(menit15, HIGH);
  digitalWrite(emergency, HIGH);
  Timer1.initialize(1000000);
  Timer1.attachInterrupt( timerIsr );
  lcd.setCursor(0, 0);
  lcd.print("  SEPEDA ");
  lcd.setCursor(0, 1);
  lcd.print("  TERAPI STROKE ");
  delay(2000);
  lcd.clear();
}
void loop() {
  // put your main code here, to run repeatedly:
  if (jalan == 0) {
    lcd.setCursor(0, 0);
    lcd.print("Set Waktu ");
    lcd.setCursor(0, 1);

```

```
lcd.print(waktu);  
lcd.print(" menit ");  
}  
  
if (set == 1) {  
  if (digitalRead(menit5) == LOW) {  
    while (!digitalRead(menit5)) {  
    }  
    waktu = 5;  
    lcd.setCursor(0, 1);  
    lcd.print(waktu);  
    lcd.print(" menit ");  
  }  
  if (digitalRead(menit10) == LOW) {  
    while (!digitalRead(menit10)) {  
    }  
    waktu = 10;  
    lcd.setCursor(0, 1);  
    lcd.print(waktu);  
    lcd.print(" menit ");  
  }  
  if (digitalRead(menit15) == LOW) {  
    while (!digitalRead(menit15)) {  
    }  
    waktu = 15;  
    lcd.setCursor(0, 1);  
    lcd.print(waktu);  
    lcd.print(" menit ");  
  }  
  if (digitalRead(mulai) == LOW && waktu > 0) {  
    while (!digitalRead(mulai)) {  
    }  
    set = 0;  
    jalan = 1;  
    count = 0;  
    menit = 0;  
    lcd.clear();  
  }  
}  
  
if (jalan == 1) {  
  analogWrite(motor, 150);  
  lcd.setCursor(0, 0);  
  lcd.print(waktu);
```

```
lcd.print(" menit ");
lcd.setCursor(0, 1);
lcd.print("Time: ");
lcd.print(menit);
lcd.print(":");
lcd.print(count);
lcd.print(" ");
if (menit == waktu) {
    digitalWrite(motor, LOW);
    set = 1;
    jalan = 0;
    count = 0;
    menit = 0;
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print("  STOP! ");
    delay(2000);
    lcd.clear();
}
if (digitalRead(emergency) == LOW) {
    digitalWrite(motor, LOW);
    set = 1;
    jalan = 0;
    count = 0;
    menit = 0;
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print("  STOP! ");
    delay(2000);
    lcd.clear();
}
}
}
void timerIsr()
{
    count++;
    if (count > 59) {
        count = 0;
        menit = menit + 1;
    }
}
```

STANDAR PROSEDUR OPERASIONAL PENGGUNAAN

FOOT WHEEL ALAT TERAPI PASCA STROKE

1. Sambungkan kabel adaptor pada alat untuk menyalakan alat.
2. Letakan kaki pada pedal dan pasang sandal pada kaki.
3. Pilih pemilihan waktu pada alat.
4. Tekan tombol *START* untuk memulai menjalankan alat.
5. Motor akan bekerja selama waktu yang diatur.
6. Jika waktu sudah habis maka lepaskan kaki dari sandal.
7. Tombol *EMERGENCY STOP* bisa di tekan ketika pasien merasa sakit.

Foto alat :





