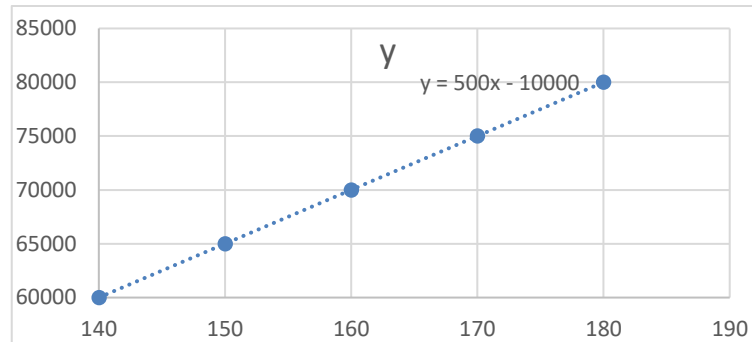


LAMPIRAN

A. Perhitungan Konversi Tegangan



Pada grafik diatas diambil 2 titik yaitu :

$$(x_1, y_1) = (140, 60000)$$

$$(x_2, y_2) = (150, 65000)$$

Grafik diatas merupakan sistem persamaan garis lurus yang menggunakan rumus $y=mx+c$ dimana y =sumbu y , m = gradien, x =sumbu x , c =konstanta.

Pehitungan :

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

$$m = \frac{65000 - 60000}{150 - 140} = \frac{5000}{10} = 500$$

ambil salah satu titik untuk dimasukkan kedalam persamaan (diambil titik (x_1, y_1)).

$$y = mx + c$$

$$60000 = 500 \cdot 140 + c$$

$$70000 + c = 60000$$

$$c = 60000 - 70000$$

$$c = -10000$$

maka ditemukan persamaan $y=500x-10000$.

B. Listing Program Delphi

```
unit Unit1;

interface

uses

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

  Dialogs, StdCtrls, CPort;

type

  TForm1 = class(TForm)
    ComboBox1: TComboBox;
    ComboBox2: TComboBox;
    ComboBox3: TComboBox;
    Button2: TButton;
    Button3: TButton;
    Label1: TLabel;
    Label2: TLabel;
    Label3: TLabel;
    Button4: TButton;
    Button5: TButton;
    ComPort1: TComPort;
    Button1: TButton;
    Button6: TButton;
    Button7: TButton;
    Button9: TButton;
    Button8: TButton;
    Edit1: TEdit;
    Label4: TLabel;
    procedure
      Button5Click(Sender:
        TObject);
      procedure
        Button4Click(Sender:
          TObject);
      procedure
        Button3Click(Sender:
          TObject);
      procedure
        Button2Click(Sender:
          TObject);
      procedure
        FormCreate(Sender:
          TObject);
      procedure
        Button1Click(Sender:
          TObject);
      procedure
        Button6Click(Sender:
          TObject);
      procedure
        Button7Click(Sender:
          TObject);
      procedure
        Button9Click(Sender:
          TObject);
      procedure
        Button8Click(Sender:
          TObject);
  private
    { Private declarations
    }
  public
    { Public declarations }
  end;
var
```

```

Form1: TForm1;
mA, mAs, hasil :single;

implementation
{$R *.dfm}

procedure
  TForm1.Button5Click(Sen
    der: TObject);

begin
comport1.ShowSetupDialog;

end;

procedure
  TForm1.Button4Click(Sen
    der: TObject);

begin
if
  button4.Caption='CONNEC
    T' then begin
comport1.Port:='COM5';

comport1.Open;

button4.Caption:='DISSCONEC
    T';

button6.Visible:= true;

end else

if
  button4.Caption='DISSCO
    NECT' then begin

comport1.Close; // serial
  komunukasi tertutup
  pada comport1

button4.Caption:='CONNECT';
  "

button6.Visible:= true;

end;

end;

```

```

procedure
  TForm1.Button3Click(Sen
    der: TObject);

begin //ready

button2.Visible:=true;

comport1.WriteString('E');

end;

procedure
  TForm1.Button2Click(Sen
    der: TObject);

begin //exposse

if (edit1.Text='0,02') then
  begin

comport1.WriteString('L');

button2.Visible:= false;

end else

if (edit1.Text='0,04') then
  begin

comport1.WriteString('M');

button2.Visible:= false;

end else

if (edit1.Text='0,08') then
  begin

comport1.WriteString('N');

button2.Visible:= false;

end else

if (edit1.Text='0,01') then
  begin

comport1.WriteString('Z');

button2.Visible:= false;

end else

if (edit1.Text='0,03') then
  begin

```

```

comport1.WriteString('0');
button2.Visible:= false;
end else
if (edit1.Text='0,07') then
begin
comport1.WriteString('C');
button2.Visible:= false;
end else
if (edit1.Text='5') then
begin
comport1.WriteString('q');
button2.Visible:= false;
end;
end;
procedure
TFForm1.FormCreate(Sende
r: TObject);
begin
button1.Visible:= false;
button7.Visible:= false;
button2.Visible:= false;
button3.Visible:= false;
button6.Visible:= false;
combobox1.Items.Add('60');
combobox1.Items.Add('65');
combobox1.Items.Add('70');
combobox1.Items.Add('75');
combobox1.Items.Add('80');
combobox2.Items.Add('50');
combobox2.Items.Add('60');
end;
end;
procedure
TFForm1.Button1Click(Sender:
TObject);
begin
button7.Visible:=true;
if (combobox2.Text= '50')
then begin
comport1.WriteString('a');
edit1.Clear;
combobox3.Clear;
combobox3.Items.Add('1');
combobox3.Items.Add('2');
combobox3.Items.Add('4');
combobox3.Items.Add('250');
end else
if (combobox2.Text= '60')
then begin
comport1.WriteString('b');
edit1.Clear;
combobox3.Clear;
combobox3.Items.Add('1');
combobox3.Items.Add('2');
combobox3.Items.Add('4');
end;
end;
procedure
TFForm1.Button6Click(Sen
der: TObject);
begin
button1.Visible:= true;

```

```

if (combobox1.Text='60')
then begin

comport1.WriteString('g');
end else

if (combobox1.Text='65')
then begin

comport1.WriteString('h');
end else

if (combobox1.Text='70')
then begin

comport1.WriteString('i');
end else

if (combobox1.Text='75')
then begin

comport1.WriteString('j');
end else

if (combobox1.Text='80')
then begin

comport1.WriteString('k');
end;

end;

procedure
TForm1.Button7Click(Sender:
TObject);

begin

button3.Visible:=true;

mA :=
StrToFloat(ComboBox2.Text);
mAs := StrToFloat
(ComboBox3.Text);  hasil :=
mAs/mA;  edit1.Text :=
FloatToStr(hasil);

edit1.Text :=
formatfloat('0.##',hasi
l);

end;

procedure
TForm1.Button9Click(Sender:
TObject);

begin

application.Terminate;

end;

procedure
TForm1.Button8Click(Sen
der: TObject);

begin

comport1.WriteString('t');
combobox1.ClearSelection;
combobox2.ClearSelection;
combobox3.ClearSelection;
edit1.Clear;

button1.Visible:= false;
button7.Visible:= false;
button2.Visible:= false;
button3.Visible:= false;

end;

end.

```

C. Listing Program Arduino

```
SoftwareSerial BT(12,13);

const int PIN_2=2;
const int PIN_3=3;
const int PIN_4=4;
const int PIN_5=5;
const int PIN_6=6;
const int PIN_7=7;
const int PIN_8=8;
const int PIN_9=9;
const int PIN_10=10;
const int PIN_11=11;

int br = 0;

void setup() {
    pinMode(PIN_2,OUTPUT);
    pinMode(PIN_3,OUTPUT);
    pinMode(PIN_4,OUTPUT);
    pinMode(PIN_5,OUTPUT);
    pinMode(PIN_6,OUTPUT);
    pinMode(PIN_7,OUTPUT);
    pinMode(PIN_8,OUTPUT);
    pinMode(PIN_9,OUTPUT);
    pinMode(PIN_10,OUTPUT);
    pinMode(PIN_11,OUTPUT);
    BT.begin(9600);
}

void loop() {
    while (BT.available())
    {
        char ch=BT.read();

        //pengaturan KV
        if (ch=='g')
        {
            digitalWrite(PIN_2,HIGH);
            digitalWrite(PIN_3,LOW);
            digitalWrite(PIN_4,LOW);
            digitalWrite(PIN_5,LOW);
            digitalWrite(PIN_6,LOW);
        }
        else if (ch=='h')
        {
            digitalWrite(PIN_2,LOW);
            digitalWrite(PIN_3,HIGH);
            digitalWrite(PIN_4,LOW);
            digitalWrite(PIN_5,LOW);
            digitalWrite(PIN_6,LOW);
        }
        }else if (ch=='i')
        {
            digitalWrite(PIN_2,LOW);
            digitalWrite(PIN_3,LOW);
            digitalWrite(PIN_4,HIGH);
            digitalWrite(PIN_5,LOW);
            digitalWrite(PIN_6,LOW);
        }
        }
        else if (ch=='j')
        {
```

```

digitalWrite(PIN_2,LOW)
;
digitalWrite(PIN_3,LOW)
;
digitalWrite(PIN_4,LOW)
;
digitalWrite(PIN_5,HIGH)
);
digitalWrite(PIN_6,LOW)
;
}

else if (ch=='k')

{
digitalWrite(PIN_2,LOW)
;
digitalWrite(PIN_3,LOW)
;
digitalWrite(PIN_4,LOW)
;
digitalWrite(PIN_5,LOW)
;
digitalWrite(PIN_6,HIGH)
);
}

//pengaturan mA

if (ch=='a')

{
digitalWrite(PIN_7,HIGH)
);
digitalWrite(PIN_8,LOW)
;
}

else if (ch=='b')

{

digitalWrite(PIN_7,LOW);
digitalWrite(PIN_8,HIGH);

}

//ready

if (ch=='E')

{
digitalWrite(PIN_9,HIGH)
); delay(1500);
digitalWrite(PIN_10,HIGH)
);
}

//expose

if (ch=='L')

{

br=
digitalRead(PIN_10);

if (br == HIGH)

{

digitalWrite(PIN_11,HIGH)
);
digitalWrite(PIN_10,LOW)
);

delay(20);
digitalWrite(PIN_11,LOW)
);
digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW)
);

}

}

else if (ch=='M')

{

br=
digitalRead(PIN_10);

if (br == HIGH)

{

digitalWrite(PIN_11,HIGH)
);
digitalWrite(PIN_10,LOW)
);

delay(40);

}

}

```

```

digitalWrite(PIN_11,LOW
);
digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW
);

    }

}

else if (ch=='N')

{

    br=
digitalRead(PIN_10);

    if (br == HIGH)

        {

digitalWrite(PIN_11,HIG
H);
digitalWrite(PIN_10,LOW
); delay(80);
digitalWrite(PIN_11,LOW
);
digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW
);

        }

}

else if (ch=='O')

{

    br=
digitalRead(PIN_10);

    if (br == HIGH)

        {

digitalWrite(PIN_11,HIG
H);
digitalWrite(PIN_10,LOW
); delay(30);
digitalWrite(PIN_11,LOW
);

digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW
);

        }

}

else if (ch=='C')

{

    br=
digitalRead(PIN_10);

    if (br == HIGH)

        {

digitalWrite(PIN_11,HIG
H);
digitalWrite(PIN_10,LOW
);

            delay(70);

digitalWrite(PIN_11,LOW);

            digitalWrite(PIN_9,LOW);
digitalWrite(PIN_10,LOW);

        }

}

else if (ch=='Z')

{ br=
digitalRead(PIN_10);

    if (br == HIGH)

        {

digitalWrite(PIN_11,HIG
H);
digitalWrite(PIN_10,LOW
);

            delay(10);

digitalWrite(PIN_11,LOW
);

        }

}

```



```

digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW
);
    }
}
else if (ch=='q')
{
    br=
digitalRead(PIN_10);
    if (br == HIGH)
    {
digitalWrite(PIN_11,HIG
H);
digitalWrite(PIN_10,LOW
);delay(5000);
digitalWrite(PIN_11,LOW
);
digitalWrite(PIN_9,LOW)
;
digitalWrite(PIN_10,LOW
);
    }
}

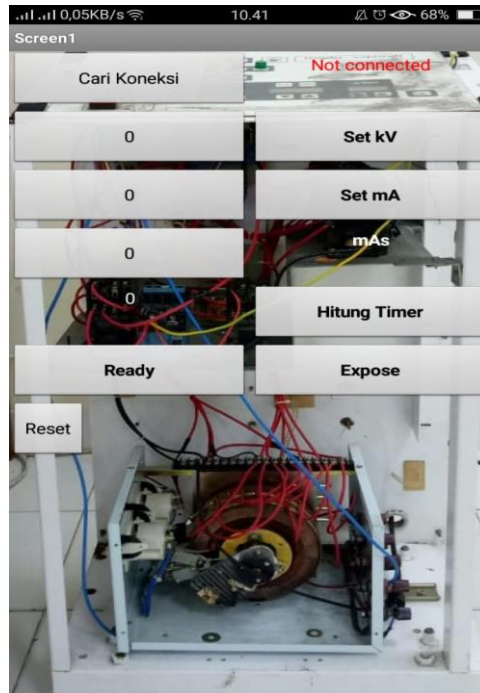
if (ch=='t')
{
digitalWrite(PIN_2,LOW)
;
digitalWrite(PIN_3,LOW)
;
digitalWrite(PIN_4,LOW)
;
digitalWrite(PIN_5,LOW)
;
digitalWrite(PIN_6,LOW)
;
digitalWrite(PIN_7,LOW)
;
digitalWrite(PIN_8,LOW)
;
digitalWrite(PIN_9,LOW)
;

digitalWrite(PIN_10,LOW
);
digitalWrite(PIN_11,LOW
);
}
}

```

D. Tampilan pada android

Penelitian ini juga menggunakan android sebagai pengendali pada alat. Perancangan software menggunakan app inverter. Berikut adalah foto tampilan android :



Gambar tampilan pada android

Berikut adalah listing program pada android :

```
when ListPicker4 .BeforePicking
do set ListPicker4 . Elements to BluetoothClient1 . AddressesAndNames

when ListPicker4 .AfterPicking
do if call BluetoothClient1 .Connect
    address ListPicker4 . Selection
    then set ListPicker4 . Elements to BluetoothClient1 . AddressesAndNames

when Clock1 .Timer
do if BluetoothClient1 . IsConnected
    then set Label3 . Text to " Connected "
        set Label3 . TextColor to green
    else set Label3 . Text to " Not connected "
        set Label3 . TextColor to red
```

```

initialize global kv to make a list 60
                                65
                                70
                                75
                                80

initialize global mA to make a list 50
                                60

initialize global mAs to make a list 1
                                2
                                4
                                250

when ListPicker1 .BeforePicking
do set ListPicker1 .Elements to get global kv

when ListPicker1 .AfterPicking
do set ListPicker1 .Text to ListPicker1 .Selection

when ListPicker2 .BeforePicking
do set ListPicker2 .Elements to get global mA

when ListPicker2 .AfterPicking
do set ListPicker2 .Text to ListPicker2 .Selection

when ListPicker3 .BeforePicking
do set ListPicker3 .Elements to get global mAs

when ListPicker3 .AfterPicking
do set ListPicker3 .Text to ListPicker3 .Selection

```

A
G

```

when Button1 .Click
do
  if compare texts " 60 " = ListPicker1 .Text
  then call BluetoothClient1 .SendText
        text " g "

  if compare texts " 65 " = ListPicker1 .Text
  then call BluetoothClient1 .SendText
        text " h "

  if compare texts " 70 " = ListPicker1 .Text
  then call BluetoothClient1 .SendText
        text " i "

  if compare texts " 75 " = ListPicker1 .Text
  then call BluetoothClient1 .SendText
        text " j "

  if compare texts " 80 " = ListPicker1 .Text
  then call BluetoothClient1 .SendText
        text " k "

```

```
when Button2 .Click
do
  if compare texts "50" = ListPicker2 . Text
  then call BluetoothClient1 .SendText
       text "a"
  if compare texts "60" = ListPicker2 . Text
  then call BluetoothClient1 .SendText
       text "b"

when Button3 .Click
do
  initialize global Hasil to ""
  set global Hasil to format as decimal number
                       ListPicker3 . Text / ListPicker2 . Text
                       places 2
  set Label2 . Text to get global Hasil

when Button4 .Click
do
  call BluetoothClient1 .SendText
   text "9"
```

Activate Wir

```
when Button5 .Click
do
  if compare texts "0.02" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "L"
  if compare texts "0.04" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "M"
  if compare texts "0.08" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "N"
  if compare texts "0.03" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "O"
  if compare texts "0.07" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "C"
  if compare texts "0.01" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "Z"
  if compare texts "5.00" = Label2 . Text
  then call BluetoothClient1 .SendText
       text "q"
```

```
when Button6 .Click
do
  call BluetoothClient1 .SendText
  text " t "
  set ListPicker1 . Text to " 0 "
  set ListPicker2 . Text to " 0 "
  set ListPicker3 . Text to " 0 "
  set Label2 . Text to " 0 "
```