

## LISTING PROGRAM LENGKAP

```
$prog &HFF , &HC4 , &HD9 , &H00
$regfile = "m8def.dat"
$crystal = 8000000
$hwstack = 40
$swstack = 16
$framesize = 32
'=====
=====
Dim A As Word , Y As Word , X As Word , Z As Long
Dim Lamp_v1 As Byte , Lamp_v2 As Byte , Lamp_v3 As Byte , Lamp_v4
As Byte , Lamp_v5 As Byte
'=====
=====
Config Portd = Output
Config Portc = Input
Config Portb = Output
Config Adc = Single , Prescaler = Auto
'=====
=====
Lamp_1 Alias Portd.0
Lamp_2 Alias Portd.1
Lamp_3 Alias Portd.2
Lamp_4 Alias Portd.3
Lamp_5 Alias Portd.4
'=====
=====
Enable Interrupts
'Cursor Off : Cls
Z = 5000
Do
'-----
-----
Start Adc          'Menjalankan adc
A = Getadc(1)      'Gerbang inputan adc 1 tersimpan pada variable A
```

```

'-----
-----
If A <= 400 Then                                'jumlah tepukan yang di inginkan
Portb.5 = 1
Waitms 300
Incr X
Y = Z
Portb.5 = 0
End If

```

```

'===== pemilihan lampu
=====
If X >= 7 Then
Portd.7 = 1
End If
If X = 0 Then
Portb = &B00000000
End If
If X = 1 Then
Portb = &B00000001
End If
If X = 2 Then
Portb = &B00000010
End If
If X = 3 Then
Portb = &B00000100
End If
If X = 4 Then
Portb = &B00001000
End If
If X = 5 Then
Portb = &B00010000
End If
If X = 6 Then
Portb = &B00011111
End If
If X >= 7 Then
Portb = &B00000000

```

```

Portd.7 = 1 : Else : Portd.7 = 0
End If
'-----
-----
If Y <= 0 Then
X = 0
Y = 0
End If
'-----
-----
If Y <= Z And Y >= 1 Then
Decr Y
End If
'=====
=====
'===== lampu 1 ===== on
=====
If Lamp_v1 = 0 And Y <= 1 And X = 1 Then
Lamp_v1 = 1
Lamp_1 = 1
X = 0
Y = 0
End If
'===== lampu 1 ===== off
=====
If Lamp_v1 = 1 And Y <= 1 And X = 1 Then
Lamp_v1 = 0
Lamp_1 = 0
X = 0
Y = 0
End If
'=====
=====
'===== lampu 2 ===== on
=====
If Lamp_v2 = 0 And Y <= 1 And X = 2 Then
Lamp_v2 = 1
Lamp_2 = 1

```

```

X = 0
Y = 0
End If
'===== lampu 2 ===== off
=====
If Lamp_v2 = 1 And Y <= 1 And X = 2 Then
Lamp_v2 = 0
Lamp_2 = 0
X = 0
Y = 0
End If
'=====
=====
'===== lampu 3 ===== on
=====
If Lamp_v3 = 0 And Y <= 1 And X = 3 Then
Lamp_v3 = 1
Lamp_3 = 1
X = 0
Y = 0
End If
'===== lampu 3 ===== off
=====
If Lamp_v3 = 1 And Y <= 1 And X = 3 Then
Lamp_v3 = 0
Lamp_3 = 0
X = 0
Y = 0
End If
'=====
=====
'===== lampu 4 ===== on
=====
If Lamp_v4 = 0 And Y <= 1 And X = 4 Then
Lamp_v4 = 1
Lamp_4 = 1
X = 0
Y = 0

```

```

End If
'===== lampu 4 ===== off
=====
If Lamp_v4 = 1 And Y <= 1 And X = 4 Then
Lamp_v4 = 0
Lamp_4 = 0
X = 0
Y = 0
End If
'=====
=====
'===== lampu 5 ===== on
=====
If Lamp_v5 = 0 And Y <= 1 And X = 5 Then
Lamp_v5 = 1
Lamp_5 = 1
X = 0
Y = 0
End If
'===== lampu 5 ===== off
=====
If Lamp_v5 = 1 And Y <= 1 And X = 5 Then
Lamp_v5 = 0
Lamp_5 = 0
X = 0
Y = 0
End If
'=====
=====
'===== lampu all ===== on
=====
If Y <= 1 And X = 6 Then
Lamp_v1 = 1 : Lamp_1 = 1
Lamp_v2 = 1 : Lamp_2 = 1
Lamp_v3 = 1 : Lamp_3 = 1
Lamp_v4 = 1 : Lamp_4 = 1
Lamp_v5 = 1 : Lamp_5 = 1
X = 0 : Y = 0

```

```
End If
'===== lampu all ===== off
=====
If Y <= 1 And X >= 7 Then
Lamp_v1 = 0 : Lamp_1 = 0
Lamp_v2 = 0 : Lamp_2 = 0
Lamp_v3 = 0 : Lamp_3 = 0
Lamp_v4 = 0 : Lamp_4 = 0
Lamp_v5 = 0 : Lamp_5 = 0
X = 0 : Y = 0
End If

Loop
```