

# LAMPIRAN

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//Memasukkan Library
#include <EEPROM.h>
#include <Wire.h> // i2C Conection Library
#include <LiquidCrystal_I2C.h> //Memanggil i2C LCD Library
#include <SPI.h>
#include <RFID.h> //Library RFID

#define SS_PIN 10 //Pin SS pada RFID
#define RST_PIN 9 //Pin RST pada RFID

RFID rfid(SS_PIN,RST_PIN);
intserNum[5]; //Variable buffer Scan Card
intcards[][5] = {
    {183,255,212,36,184}, //ID Number pada tag kartu
    {215,214,81,37,117},
    {151,137,95,37,100},
    {233,14,77,23,189},
    {137,236,82,23,32},
    {74,9,79,2,14},
    {57,90,148,89,174},
    {253,236,81,211,147}
};

bool access = false;
LiquidCrystal_I2C lcd(0x27, 16, 2); //Alamat I2C pada LCD
constint buzzer = 7; // buzzer ke Pin D7 dan GND
constintdoorLock = 8; //Driver Selenoid Door Lock

int alarm = 0;
uint8_t alarmStat = 0;
uint8_t maxError = 3; //Alarm aktifjika error 3
kali

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unsigned long previousMillis = 0;
const long interval = 1000;

void setup(){
  Serial.begin(9600);
  lcd.begin();
  SPI.begin();
  rfid.init();
  pinMode(doorLock, OUTPUT);
  digitalWrite(doorLock, HIGH);

  //Menampilkantampilanawalpadasaatsistemdihidupkan
  tone (buzzer,1200);
  lcd.setCursor (0,0);
  lcd.print(F(" RFID & KEYPAD "));
  lcd.setCursor (0,1);
  lcd.print(F(" Control Access "));
  delay (2000);
  lcd.clear();
  noTone (buzzer);
}

void loop(){
  if (alarm >= maxError){
    alarmStat = 1;    }

  //Menampilkantampilanutamapadasaatsistemdihidupkan
  if (alarmStat == 0 &&pwMode == 0){
    lcd.setCursor (0,0);
    lcd.print(F("  RUANG KAJUR  "));
    unsigned long currentMillis = millis();

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//Membuatperubahantulisanpada LCD tanpamenggunakan delay
    if (currentMillis - previousMillis>= interval) {
        //previousMillis = currentMillis;
lcd.setCursor (0,1);
lcd.print(F(" Scan Your Card "));
    }

//Pendataan ID setiapkartu
    if(rfid.isCard()){
        if(rfid.readCardSerial()){
Serial.print(rfid.serNum[0]);
Serial.print(" ");
Serial.print(rfid.serNum[1]);
Serial.print(" ");
Serial.print(rfid.serNum[2]);
Serial.print(" ");
Serial.print(rfid.serNum[3]);
Serial.print(" ");
Serial.print(rfid.serNum[4]);
Serial.println("");

for(int x = 0; x <sizeof(cards); x++){
for(inti = 0; i<sizeof(rfid.serNum); i++ ){
            if(rfid.serNum[i] != cards[x][i]) {
                access = false;
                break;
            } else {
                access = true;
            }
        }
    }
}

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        if(access) break;
    }
}

//Jika ID Card diidentifikasi oleh RFID reader
if(access){
Serial.println("Welcome!");
lcd.setCursor (0,0);
lcd.print(F(" Aksesditerima "));
lcd.setCursor (0,1);
lcd.print("ID:");
lcd.print(rfid.serNum[0]); lcd.print(rfid.serNum[1]);
lcd.print(rfid.serNum[2]); lcd.print(rfid.serNum[3]);
lcd.print(rfid.serNum[4]);
    ACCEPT ();
}
else {
    //Jika ID Card tidak diidentifikasi oleh RFID reader
    alarm = alarm+1;
Serial.println("Not allowed!");
lcd.setCursor (0,0);
lcd.print(F(" Aksesditolak "));
lcd.setCursor (0,1);
lcd.print("ID:");
lcd.print(rfid.serNum[0]); lcd.print(rfid.serNum[1]);
lcd.print(rfid.serNum[2]); lcd.print(rfid.serNum[3]);
lcd.print(rfid.serNum[4]);
    RIJECT ();
}
}
rfid.halt();}

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//SistemTerkunci jika ID Kartusalah sebanyak 3 kali
if (alarmStat == 1) {
lcd.setCursor (0,0);
lcd.print(F(" System LOCKED! "));
lcd.setCursor (0,1);
lcd.print(F(" Please Wait : "));
for(int i=60; i>0; i--) //Sistem terkunci selama 60s
{
tone (buzzer,1800);
lcd.setCursor (13,1); lcd.print(i);
lcd.print(F(" ")); delay (1000);}
noTone (buzzer);
alarmStat = 0;
alarm = 0;
}
}

//Jika Kartu diidentifikasi dan Solenoid terbuka
void ACCEPT () {
digitalWrite(doorLock, LOW);
tone (buzzer,900);
delay(100);
tone (buzzer,1200);
delay(100);
tone (buzzer,1800);
delay(200);
noTone(buzzer);
delay(600);
lcd.setCursor (0,0);
lcd.print(F(" Silahkan Masuk "));
lcd.setCursor (0,1);

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lcd.print(F(" AutoLock : s "));
for(int i=5; i>0; i--) //Terkunci otomatis selama 5s
{
  lcd.setCursor (12,1); lcd.print(i);
  delay (1000);
}
digitalWrite(doorLock, HIGH);
lcd.clear();}

//Jika Kartutidak diidentifikasi dan Solenoid terbuka
void RIJECT () {
  tone (buzzer,900);
  delay(200);
  noTone (buzzer);
  delay(200);
  tone (buzzer,900);
  delay(200);
  noTone (buzzer);
  delay(500);
  lcd.clear();
}

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