

# **LAMPIRAN**

### ***Script Program Karya Kinetic Art***

```
#include <Servo.h>
#include <DFPlayer_Mini_Mp3.h>

Servo servoa;
Servo servob;
Servo servoc;
Servo servod;
Servo servoe;
Servo servof;

int g;
int a = 90;
int b = 90;
int c = 90;
int d = 90;
int e = 90;
int f = 90;

SoftwareSerial mySerial(10, 11);
void setup () {
  servoa.attach(3);
  servob.attach(5);
  servoc.attach(6);
  servod.attach(9);
  servoe.attach(10);
  servof.attach(11);
}
```

```
{  
  Serial.begin (9600);  
  mySerial.begin (9600);  
  mp3_set_serial (mySerial);  
  delay(10);  
  
  mp3_set_volume (25);  
  delay(10);  
  mp3_play ();  
  delay(10);  
  mp3_play (1);  
  delay(10);  
}  
  
void loop () {  
  delay (1000);  
  for (pos = 30; pos <= 180; pos += 1) {  
    servoa.write(pos);  
    delay(25);  
  }  
  
  delay (1000);  
  for (pos = 180; pos >= 30; pos -= 1) {  
    servoa.write(pos);  
    delay(25);  
  }  
  
  delay (1000);  
  for (pos = 0; pos <= 180; pos += 1) {
```

```
servob.write(pos);  
delay(25);  
}
```

```
delay (1000);  
for (pos = 180; pos >= 0; pos -= 1) {  
servob.write(pos);  
delay(25);  
}
```

```
delay (1000);  
for (pos = 0; pos <= 180; pos += 1) {  
servoc.write(pos);  
delay(25);  
}
```

```
delay (1000);  
for (pos = 180; pos >= 0; pos -= 1) {  
servoc.write(pos);  
delay(25);  
}
```

```
delay (1000);  
for (pos = 0; pos <= 180; pos += 1) {  
servod.write(pos);  
delay(25);  
}
```

```
delay (1000);  
for (pos = 180; pos >= 0; pos -= 1) {  
  servod.write(pos);  
  delay(25);  
}
```

```
delay (1000);  
for (pos = 0; pos <= 180; pos += 1) {  
  servoe.write(pos);  
  delay(25);  
}
```

```
delay (1000);  
for (pos = 180; pos >= 0; pos -= 1) {  
  servoe.write(pos);  
  delay(25);  
}
```

```
delay (1000);  
for (pos = 0; pos <= 180; pos += 1) {  
  servof.write(pos);  
  delay(25);  
}
```

```
delay (1000);  
for (pos = 180; pos >= 0; pos -= 1) {  
  servof.write(pos);  
  delay(25);  
}
```

```
delay(5000);  
for(g = 1; g <= 30; g++){  
  a++;  
  b--;  
  c++;  
  d--;  
  servoa.write(a);  
  servob.write(b);  
  servoc.write(c);  
  servod.write(d);  
  delay(50);  
}
```

```
for(g = 1; g <= 30; g++){  
  c--;  
  d++;  
  servoc.write(c);  
  servod.write(d);  
  delay(25);  
}
```

```
for(g = 1; g <= 30; g++){  
  a--;  
  b++;  
  e++;  
  f--;  
  servoa.write(a);  
  servob.write(b);  
  servoe.write(e);
```

```
servof.write(f);  
delay(75);  
}
```

```
for(g = 1; g <= 30; g++){  
  c--;  
  d++;  
  servoc.write(e);  
  servod.write(d);  
  delay(25);  
}
```

```
for(g = 1; g <= 30; g++){  
  e--;  
  f++;  
  servoe.write(e);  
  servof.write(f);  
  delay(25);  
}  
  
}
```