

LAMPIRAN 1

```
#include <Servo.h>

Servo myServo;
int button= 2;
int nilaitombol;
int count;
int lampu=5;
int a=10000; // waktu timer dalam ms

void setup() {
    myServo.attach(9);
    pinMode(button, INPUT);
    pinMode(lampu, OUTPUT);
}

void loop() {
    digitalWrite(lampu,HIGH);
    nilaitombol= digitalRead(button); // MEMASUKKAN KAIT STABILO

    if(nilaitombol == 1){
        count++;
    }
}
```

```
delay(3000);

if(count==1){ // membuka pengait
digitalWrite(lampu,HIGH);
myServo.write(45);

}

}if(count==2){ // menutup pengait
digitalWrite(lampu,HIGH);
myServo.write(0);

}

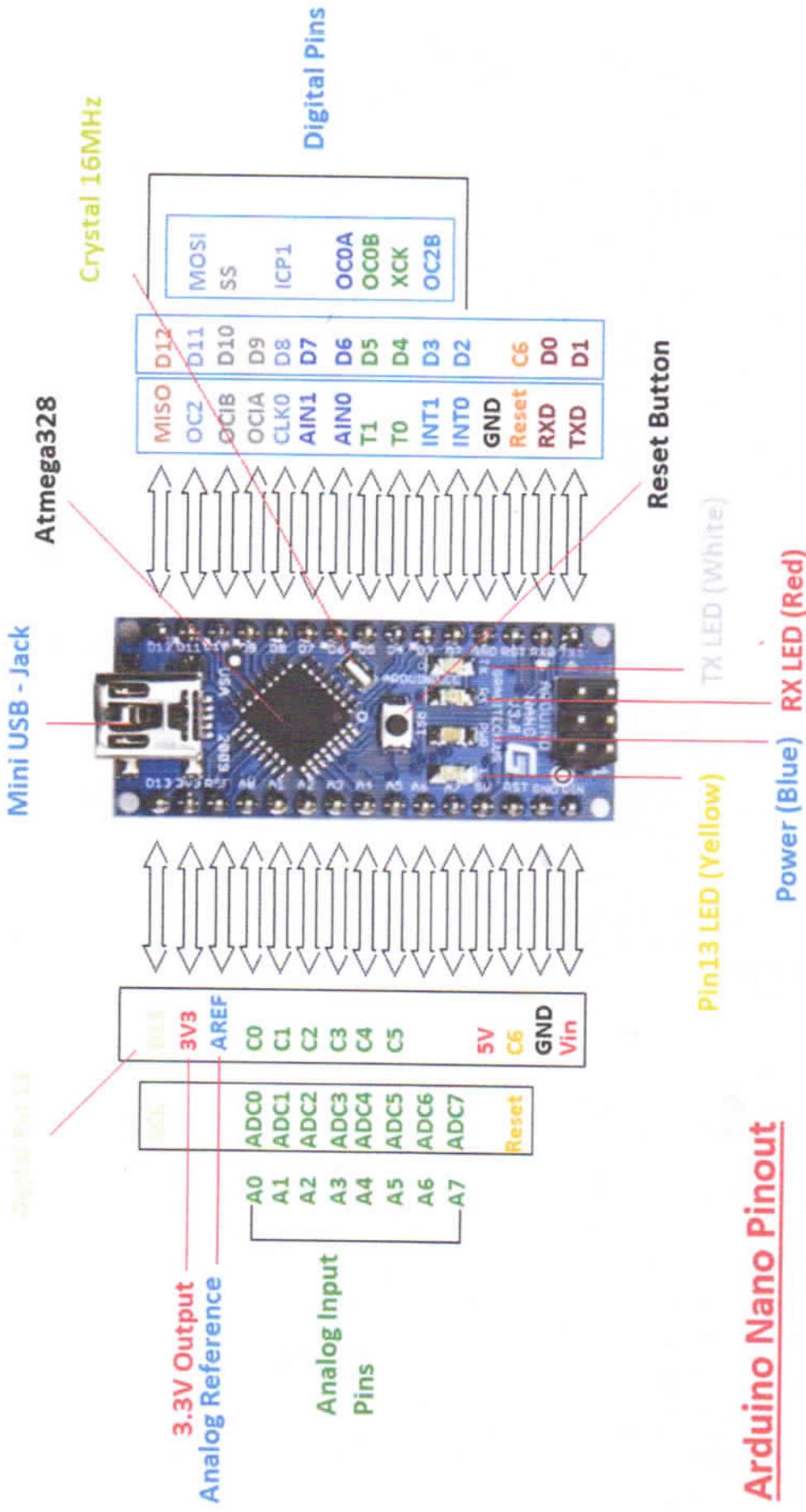
}if(count==3){ // memulai timer
digitalWrite(lampu,LOW);
delay(a);
myServo.write(45);
digitalWrite(lampu,HIGH);
delay(3000);
myServo.write(0); // timer selesai, servo menutup kembali
count=0;

}

}

}
```

Arduino Nano Pinout



LAMPIRAN 2

Arduino Nano Schematic

