LAMPIRAN 5

KODE BLOCK APP INVENTOR

1. Kontrol Lampu

```
when ON1 - Click
                                                                                  when ON2 - Click
do 👩 if UNI - Image - = - "OFF.png "
                                                                                  do 🕝 if 🖟 ON2 - . [mage - = - ] " OFF.png "
                                                                                      then set ON2 · Image · to | " ON.png "
set Status2 · Text · to | " HIDUP"
set Web1 · . Url · to | ② join | get global server · " Mampu2on "
    then set ON1 · . Image · to . " ON.png "
set status1 · . Text · to . " HIDUP"
set Web1 · . Url · to . O join to get global server · . " Elementer ."
                                                ( " /?lampu1on "
           call Web1 - .Get
                                                                                            call Web1 - .Get
     else if ON1 - Image - ON.png "
    then set ONI · Image · to | " OFF.png "
set status · Text · to | " MATI "
set Web1 · Url · to | © join | get global server · " /?ampu1off"
                                                                                       else if ON2 - Image - - ON.png "
                                                                                      then set ON2 . Image to "OFF.png"
set status2 . Text to "MATI"
set Web1 . Url to @ join | get global server .
"/?ampu2off"
           call Web1 .Get
                                                                                            call Web1 - .Get
when (kurang2 -).Click
                                                                                   hen tambah2 - Click
do set Web1 . Url to
                                           get global server -
                                                                                  do set (Web1 - ). Url - to 💢 😉 join 🖟 get global server -
                                            " /?lampu2kurang "
                                                                                                                              " /?lampu2tambah "
    set ON2 → . Image → to | " ON.png "
set status2 → . Text → to | " (HIDUP "
                                                                                      set ON2 · . Image · to ( "ON.png "
set status1 · . Text · to ( "HIDUP"
    call Web1 - .Get
                                                                                      call Web1 .Get
when kurang1 - .Click
do set Web1 . Url to ( i join | get global server -
                                                   " /?lampu1kurang "
     set ON1 . Image to ( ON.png "
     set status1 . Text to HIDUP
     call (Web1 - .Get
when tambah1 - .Click
do set Web1 - . Url - to ( 🙃 join ( get global server -
                                                   " /?lampu1tambah "
     set ON1 . Image . to . ON.png
     set status : Text : to HIDUP
     call Web1 - .Get
 when back - Click
do open another screen screenName 🛊 " interface_control "
initialize global server to | " http://10.30.29.50/"
```

2. Kontrol IP Camera

