# LAPORAN PRAKTIKUM ARSITEKTUR DAN ORGANISASI KOMPUTER



### **Disusun Oleh:**

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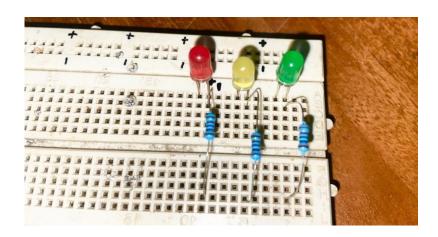
MATA KULIAH : PRAKTIKUM ARSIKOM

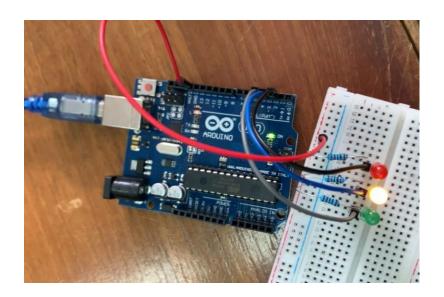
## • Kegiatan Praktikum

## Alat-alat yang diperlukan:

- Arduino Uno
- Breadboad
- LED
- Resistor
- Servo
- Kabel Jumper
- Kabel USB

# Percobaan Praktikum Pertama : Blink 3 LED

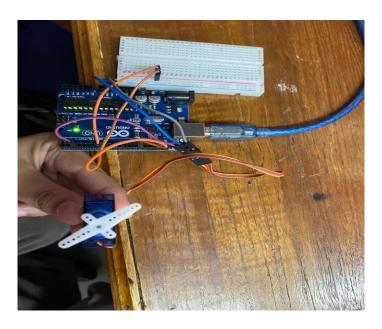




### Kode Program Sebagai Berikut:

```
int ledPin1 = 2;
int ledPin2 = 3;
int ledPin3 = 4;
void setup() {
pinMode(ledPin1, OUTPUT);
pinMode(ledPin2, OUTPUT);
pinMode(ledPin3, OUTPUT);
void loop()
 { digitalWrite(ledPin1,
HIGH); delay(100);
 digitalWrite(ledPin1, LOW);
 delay(100);
 digitalWrite(ledPin2, HIGH);
 delay(100);
 digitalWrite(ledPin2, LOW);
 digitalWrite(ledPin3, HIGH);
 delay(100);
 digitalWrite(ledPin3, LOW);
```

### Percobaan Praktikum Kedua : Menggerakkan Servo



#### Kode Program Sebagai Berikut:

```
#include <Servo.h>
Servo serv;
int ledPin1 = 2;
int ledPin2 = 3;
int ledPin3 = 4;
int pinservo = 5;
void setup() {
pinMode(ledPin1, OUTPUT);
pinMode(ledPin2, OUTPUT);
pinMode(ledPin3, OUTPUT);
 serv.attach(5);
void loop()
 { serv.write(0);
delay(1000);
 serv.write(180);
 delay(1000);
 digitalWrite(ledPin1, HIGH);
 delay(100);
 digitalWrite(ledPin1, LOW);
 delay(100);
 digitalWrite(ledPin2, HIGH);
 delay(100);
```

```
digitalWrite(ledPin2, LOW);
digitalWrite(ledPin3, HIGH);
delay(100);
digitalWrite(ledPin3, LOW);
}
```