Lampiran Source Code

```
#include <Keypad.h>

#include <Servo.h>

#include "Arduino.h"

Servo servoku;

#include "Arduino.h"

#if !defined(SERIAL_PORT_MONITOR)

  #error "Arduino version not supported. Please update your IDE to the latest version."

#endif

#if defined(_SAMD21G18A_)

  // Shield Jumper on HW (for Zero, use Programming Port)

  #define port SERIAL_PORT_HARDWARE

  #define pcSerial SERIAL_PORT_MONITOR

#elif defined(SERIAL_PORT_USBVIRTUAL)

  // Shield Jumper on HW (for Leonardo and Due, use Native Port)

  #define port SERIAL_PORT_HARDWARE

  #define pcSerial SERIAL_PORT_USBVIRTUAL

#else

  // Shield Jumper on SW (using pins 12/13 or 8/9 as RX/TX)

  #include "SoftwareSerial.h"

  SoftwareSerial port(12, 13);

  #define pcSerial SERIAL_PORT_MONITOR

#endif

#include "EasyVR.h"

EasyVR easyvr(port);

//Groups and Commands

enum Groups
```

```
{
  GROUP_0  = 0,
  GROUP_1  = 1,
  GROUP_2  = 2,
  GROUP_16 = 16,
};
enum Group0
{
  G0_DAVID = 0,
};
enum Group1
{
  G1_OPENHENDRA = 0,
  G1_OPENPANJI = 1,
  G1_STARTENGINE = 2,
  G1_SHUTDOWN = 3,
};
enum Group2
{
  G2_THANKSHENDRA = 0,
  G2_THANKSPANJI = 1,
};
enum Group16
{
  G16_HENDRA = 0,
};
//Grammars and Words
```

```
enum Wordsets
{
 SET_1  = -1,
 SET_2  = -2,
 SET_3  = -3,
};
enum Wordset1
{
 S1_ACTION = 0,
 S1_MOVE = 1,
 S1_TURN = 2,
 S1_RUN = 3,
 S1_LOOK = 4,
 S1_ATTACK = 5,
 S1_STOP = 6,
 S1_HELLO = 7,
};
enum Wordset2
{
 S2_LEFT = 0,
 S2_RIGHT = 1,
 S2_UP = 2,
 S2_DOWN = 3,
 S2_FORWARD = 4,
 S2_BACKWARD = 5,
};
enum Wordset3
```

```
  {
    S3_ZERO = 0,
    S3_ONE = 1,
    S3_TWO = 2,
    S3_THREE = 3,
    S3_FOUR = 4,
    S3_FIVE = 5,
    S3_SIX = 6,
    S3_SEVEN = 7,
    S3_EIGHT = 8,
    S3_NINE = 9,
    S3_TEN = 10,
  };
  // use negative group for wordsets
  int8_t group, idx;
  // ultrasonic & buzzer
  const int trigPin = A1;
  const int echoPin = A2;
  const int trigPin2 = 10;
  const int echoPin2 = 11;
  const int buzzer = A3;
  //declarate
  long duration;
  int distance;
  long duration2;
  int distance2;
  int safetyDistance;
```

```
int safetyDistance2;
const byte n_rows = 4;
const byte n_cols = 4;
char keys[n_rows][n_cols] = {
  {'1','2','3','A'},
  {'4','5','6','B'},
  {'7','8','9','C'},
  {'*','0','#','D'}
};
byte colPins[n_rows] = {5, 4, 3, 2};
byte rowPins[n_cols] = {9, 8, 7, 6};
Keypad keypad = Keypad( makeKeymap(keys), rowPins, colPins, n_rows, n_cols );
String passcode="";
String myPasscode="5432"; //predefined passcode, change as per your desire
boolean easyVR = false;
boolean ledPin_state;
```