

```
////////////////////////////////////  
//Dieses Programm soll das Verhalten des Projektes Simulieren  
////////////////////////////////////
```

```
int ledPin1 =9;  
int ledPin2= 10;  
int ledPin3=11;  
int tasterPin=8;  
int Status;  
int i=0;
```

```
int previous =LOW;
```

```
unsigned long time = 0;  
unsigned long debounce = 500;
```

```
void setup(){  
  pinMode(ledPin1, OUTPUT);  
  pinMode(ledPin2, OUTPUT);  
  pinMode(ledPin3, OUTPUT);  
  pinMode(tasterPin,INPUT);  
}
```

```
void loop(){
```

```
  Status=digitalRead(tasterPin); //Taster
```

```
  //Bedingung öffnen (Motor in Richtung 1 drehen lassen)
```

```
  if((Status==HIGH)&&(i==0) && previous ==LOW&&millis() - time > debounce){  
    time =millis();  
    analogWrite(ledPin1,100);  
    analogWrite(ledPin2,0);  
    analogWrite(ledPin3,0);  
    delay(50);
```

```
    i=1;  
    analogWrite(ledPin1,0);  
    analogWrite(ledPin2,0);  
    analogWrite(ledPin3,0);
```

```
  //LED blinken lassen
```

```
    analogWrite(ledPin1,0);  
    analogWrite(ledPin2,100);  
    analogWrite(ledPin3,0);
```

```
    delay(100);

    analogWrite(ledPin1,0);
    analogWrite(ledPin2,0);
    analogWrite(ledPin3,0);

}

//Bedingung schließen (Motor in Richtung 2 drehen lassen)

if((Status==HIGH)&&(i==1) && previous ==LOW&&millis() - time > debounce){
    time =millis();
    analogWrite(ledPin1,0);
    analogWrite(ledPin2,0);
    analogWrite(ledPin3,100);
    delay(50);

    i=0;
    analogWrite(ledPin1,0);
    analogWrite(ledPin2,0);
    analogWrite(ledPin3,0);

    //LED blinken lassen
    analogWrite(ledPin1,0);
    analogWrite(ledPin2,100);
    analogWrite(ledPin3,0);
    delay(100);

    analogWrite(ledPin1,0);
    analogWrite(ledPin2,0);
    analogWrite(ledPin3,0);

}

}
```