

## Programmcode zur quantitativen Anzeige von Alkoholdämpfen auf einem OLED-Display

```
#include <SPI.h>
#include <Wire.h>
#include <SeeedOLED.h>

const int AOUTpin=A15;
const int roteLED=13;
const int grueneLED=6;
int value;

void setup() {
  Wire.begin();
  SeeedOled.init();
  SeeedOled.clearDisplay();
  SeeedOled.setPageMode();
  SeeedOled.setTextXY(0,0);
  SeeedOled.putString("Alkohol-Tester");
  pinMode(roteLED, OUTPUT);
  pinMode(grueneLED, OUTPUT);
}

void loop() {
  delay(1000);
  value = analogRead(AOUTpin);
  SeeedOled.clearDisplay();
  printAlcohol(value);
  printAlcoholLevel(value);
  if (value > 200) {
    digitalWrite(roteLED, HIGH);
    digitalWrite(grueneLED, LOW);
  }
  else{
    digitalWrite(roteLED, LOW);
    digitalWrite(grueneLED, HIGH);
  }
}

void printAlcohol(int value){
  SeeedOled.clearDisplay();
  SeeedOled.setTextXY(0,0);
  SeeedOled.putString("Alkohol-Tester");
  SeeedOled.setTextXY(2,0);
  SeeedOled.putString("Wert:");
  SeeedOled.putNumber(value);
}

void printAlcoholLevel(int value){
  if (value<200) {
    SeeedOled.setTextXY(4,0);
    SeeedOled.putString("Nix");
  }
  if (value>=200 && value<280){
    SeeedOled.setTextXY(4,0);
    SeeedOled.putString("Wenig");
  }
  if (value>=280 && value<350){
    SeeedOled.setTextXY(4,0);
    SeeedOled.putString("Mittel");
  }
  if (value>=350 && value <450){
    SeeedOled.setTextXY(4,0);
    SeeedOled.putString("Viel");
  }
}
```

```
}  
if (value>450){  
    SeeedOled.setTextXY(4,0);  
    SeeedOled.putString("Sehr viel");  
}  
}  
  
int readAlcohol(){  
    int value = A15;  
    return value;  
}
```