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

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| #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;} |