**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;  } |