THE DESIGN AND DEVELOPMENT OF AUDIO INTERACTIVE TRASH USING MICROCONTROLLER

ABSTRACT

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Development of Surabaya in different areas of life proportionate to the inverse of society to participate and maintain environmental hygiene. There are rarely found waste that deliberately discarded to the river, the ditch until scattering on the street. Therefore, awareness needs to be improved to keep the trash in its place. This habit will be better civilized since early age, so we made the audio interactive trash using microcontroller.

Due to the target user's trash is families with children aged 3 to 7 years or Play Group and TK, the problems that appear in the end of this task is how to design prototypes of the trash that can be instructive to give effect to the users, especially for children aged 3 to 7 years. In order for the purpose of creation can be achieved, then the trash that is generally updated by adding the instructive voice each time to waste discarded in the trash this.

Trash this educative function automatically and are controlled by microcontroller AT89S51 when the emphasis is one of two key types of waste management options that would be removed and will die some time after the infra red sensor detects that there is no waste removed.

Once through the process of testing and the results obtained that the performance of the trash has been in accordance with the goal of making still have even though to repair cleft in the next days.

Keywords: Bin instructive, AT89S51, Infra red

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