

Appendiks B-II: PC-software kildekode

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.IO.Ports;
6
7  namespace CDH_Controller
8  {
9      public class SerialPortController
10     {
11         public SerialPort port;
12         private int baud;
13
14         /// <summary>
15         /// Constructor
16         /// </summary>
17         /// <param name="thisbaud">The baud to use for communication - must be the same on the device</param>
18         public SerialPortController(int thisbaud)
19         {
20             this.baud = thisbaud;
21         }
22
23         /// <summary>
24         /// Open the connection and tie a function to the DataReceived event
25         /// </summary>
26         /// <param name="ComStr">The COM port to connect to, like "COM1"</param>
27         /// <param name="onDataReceived">The function to call when data is received</param>
28         public void OpenConnection(string ComStr, SerialDataReceivedEventHandler onDataReceived)
29         {
30             // Create the serial port with basic settings
31             SerialPort port = new SerialPort(ComStr, baud, Parity.None, 8, StopBits.One);
32
33             // Tie the onDataReceived function to the DataReceived event
34             port.DataReceived += onDataReceived;
35
36             // Open the port
37             port.Open();
38
39             // Make sure we can catch the port later
40             this.port = port;
41         }
42
43         /// <summary>
```

```

44     /// Sends a string over the COM port
45     /// </summary>
46     /// <param name="text">The string to send</param>
47     public void SendString(string text)
48     {
49         port.WriteLine(text);
50     }
51
52     /// <summary>
53     /// Closes the COM-port
54     /// </summary>
55     public void CloseConnection()
56     {
57         port.Close();
58     }
59 }
60 }
```