





```
Initialize

Stepper mystepper(2048,8,10,9,11);

Servo myservo;

const int xAxis = A0;
const int yAxis = A1;

int step = 0;
int pos = 0;
int range = 12;
int threshold = range / 4;
int center = range / 2;
int rpm = 0;
```

```
Self-defined function for reading
signals from joystick

int readAxis(int thisAxis)
{
    int reading = analogRead(thisAxis);
    reading = map(reading, 0, 1023, 0,
range);
    int distance = reading - center;

    if (abs(distance) < threshold)
    {
        distance = 0;
    }
    return distance;
}
```

```
Set up pin attachment for servo
motor, rotate it to midpoint (such
that it can rotate in both directions),
and set up motor speed

mystepper.setSpeed(15);

myservo.attach(7);
myservo.write(90);
```

```
Reading inputs from joystick

int xReading = readAxis(A0);
int yReading = readAxis(A1);
```

```
If xReading > 0

Update angle and rotate servo motor

pos = pos+22;
delay(100);
myservo.write(pos);
```

```
If xReading > 0

Update angle and rotate servo motor

pos = pos-22;
delay(100);
myservo.write(pos);
```

```
Else

While
```

```
While
```

```
yReading > 0

Set stepper motor speed

rpm = map(yReading, 0, 6, 0, 17);
mystepper.setSpeed(rpm);
```

```
yReading < 0

Set stepper motor speed

rpm = map(yReading, 0, -6, 0, 17);
mystepper.setSpeed(rpm);
```

```
Rotate stepper motor

mystepper.step(30);
```

```
Rotate stepper motor

mystepper.step(-30);
```

```
Update reading input from joystick

yReading = readAxis(A1);
```

```
Update reading input from joystick

yReading = readAxis(A1);
```

