#include <Servo.h>

Servo myservo1;

Servo myservo2;

Servo myservo3;

Servo myservo4;

Servo myservo5;

Servo myservo6;

void setup() {

Serial.begin(9600);

myservo1.attach(12);

myservo2.attach(11);

myservo3.attach(10);

myservo4.attach(9);

myservo5.attach(8);

myservo6.attach(7);

myservo1.write(0);

myservo2.write(0);

myservo3.write(0);

myservo4.write(0);

myservo5.write(0);

myservo6.write(60);

}

void loop(){

if(Serial.available()) {

char data=Serial.read();

switch (data)

{

case 'd': myservo1.write(0);

break;

case 'D': myservo1.write(180);

break;

case 'e': myservo2.write(0);

break;

case 'E': myservo2.write(180);

break;

case 'f': myservo3.write(0);

break;

case 'F': myservo3.write(180);

break;

case 'g': myservo4.write(0);

break;

case 'G': myservo4.write(180);

break;

case 'h': myservo5.write(0);

break;

case 'H': myservo5.write(180);

break;

case 'a': myservo6.write(60);

break;

case 'A': myservo6.write(120);

break;

case 'b': myservo6.write(0);

break;

}

}

//// myservo1.write(0);

//// myservo2.write(0);

//// myservo3.write(0);

//// myservo4.write(0);

//// myservo5.write(0);

// myservo6.write(0);

// delay(2000);

//// myservo1.write(180);

//// myservo2.write(180);

//// myservo3.write(180);

//// myservo4.write(180);

//// myservo5.write(180);

//// myservo6.write(180);

//// delay(2000);

}