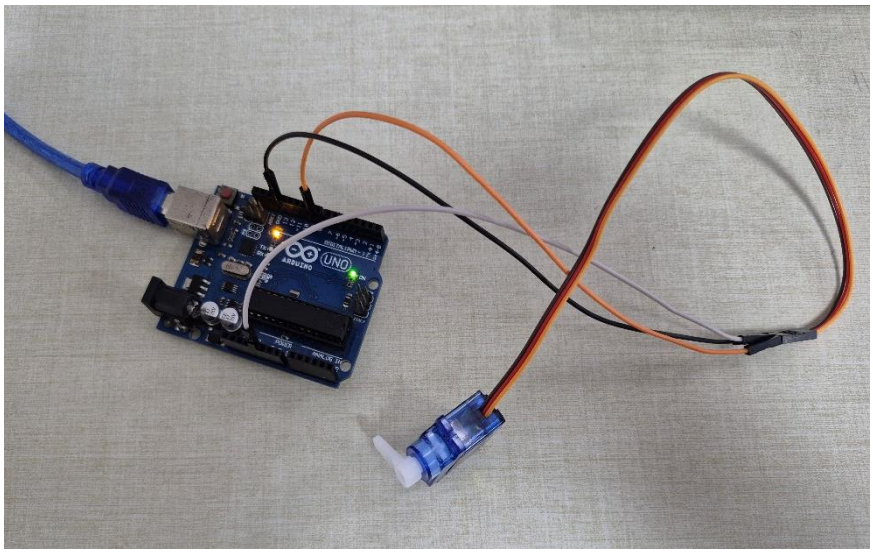
SERVO_MOTOR_1.ino

```ino
#include <Servo.h>

Servo myservo;  // create servo object to control a servo
int pos = 0;    // variable to store the servo position

void setup() {
  myservo.attach(9);  // attaches the servo on pin 9 to the servo object
}

void loop() {
  for (pos = 0; pos <= 180; pos += 1) {  // goes from 0 degrees to 180 degrees
    myservo.write(pos);                  // tell servo to go to position in variable 'pos'
    delay(15);                           // waits 15ms for the servo to reach the position
  }
  for (pos = 180; pos >= 0; pos -= 1) {  // goes from 180 degrees to 0 degrees
    myservo.write(pos);                  // tell servo to go to position in variable 'pos'
    delay(15);                           // waits 15ms for the servo to reach the position
  }
}

```

SERVO_MOTOR_2.ino

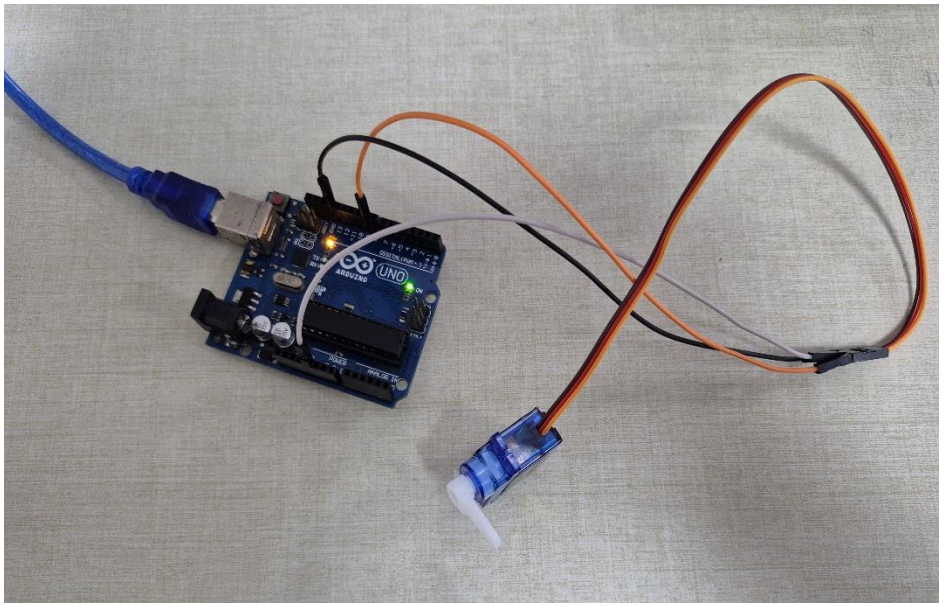
```ino
#include <Servo.h>

Servo myservo;  // create servo object to control a servo

void setup() {
  Serial.begin(9600);
  myservo.attach(9);  // attaches the servo on pin 9 to the servo object
}

void loop() {
  int val;
  while (Serial.available() > 0) {
    val = Serial.parseInt();
    if (val != 0) {
      Serial.println(val);
      myservo.write(val);
    }
    delay(15);
  }
}
```



Output Serial Monitor ×

Message (Enter to send message to 'Ardu

```
60
80
180
200
200
180
60
-60
```



LCD_SCREEN_1.ino

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(12, 11, 10, 9, 8, 7);
void setup() {
  lcd.begin(16, 2);
  // you can now interact with the LCD, e.g.
  lcd.print("Hello World!");
}
void loop() {
}
```

LCD_SCREEN_2.ino

```ino
#include <LiquidCrystal.h>
LiquidCrystal lcd(7, 8, 9, 10, 11, 12);
void setup() {
  lcd.begin(16, 2);
  lcd.setCursor(0, 1);
  lcd.write("LIGHT: ");
}

void loop() {
  int sensorValue = analogRead(A0);
  lcd.print("Room: ");
  if (sensorValue > 700) {
    lcd.print("Light!");
  } else {
    lcd.print("Dark  ");
  }
  delay(100);
}
```

LCD_SCREEN_USING_I2C_MODULE.ino

```ino
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

// Set the LCD I2C address (often 0x27 or 0x3F)
LiquidCrystal_I2C lcd(0x27, 16, 2);

void setup() {
  lcd.init();            // Initialize the LCD
  lcd.backlight();       // Turn on backlight
  lcd.print("Hello, World!");
}

void loop() {
  // Nothing here for now
}
```