

```
#include <Servo.h>
```

```
Servo myservo;
```

```
Servo myservo1;
```

```
Servo myservo2;
```

```
Servo myservo3;
```

```
Servo myservo4;
```

```
int potpin = 0;
```

```
int potpin1 = 1;
```

```
int potpin2 = 2;
```

```
int potpin3 = 3;
```

```
int potpin4 = 4;
```

```
int val;
```

```
int val1;
```

```
int val2;
```

```
int val3;
```

```
int val4;
```

```
void setup(){
```

```
    myservo.attach(5);
```

```
    myservo1.attach(6);
```

```
    myservo2.attach(9);
```

```
    myservo3.attach(10);
```

```
    myservo4.attach(11);
```

```
}
```

```
void loop(){
```

```
    val = analogRead(potpin);
```

```
val = map(val, 0, 1023, 0, 180);  
myservo.write(val);  
delay(15);
```

```
val1 = analogRead(potpin1);  
val1 = map(val1, 0, 1023, 0, 180);  
myservo1.write(val1);  
delay(15);
```

```
val2 = analogRead(potpin2);  
val2 = map(val2, 0, 1023, 0, 180);  
myservo2.write(val2);  
delay(15);
```

```
val3 = analogRead(potpin3);  
val3 = map(val3, 0, 1023, 0, 180);  
myservo3.write(val3);  
delay(15);
```

```
val4 = analogRead(potpin4);  
val4 = map(val4, 0, 1023, 0, 180);  
myservo4.write(val4);  
delay(15);
```

```
}
```