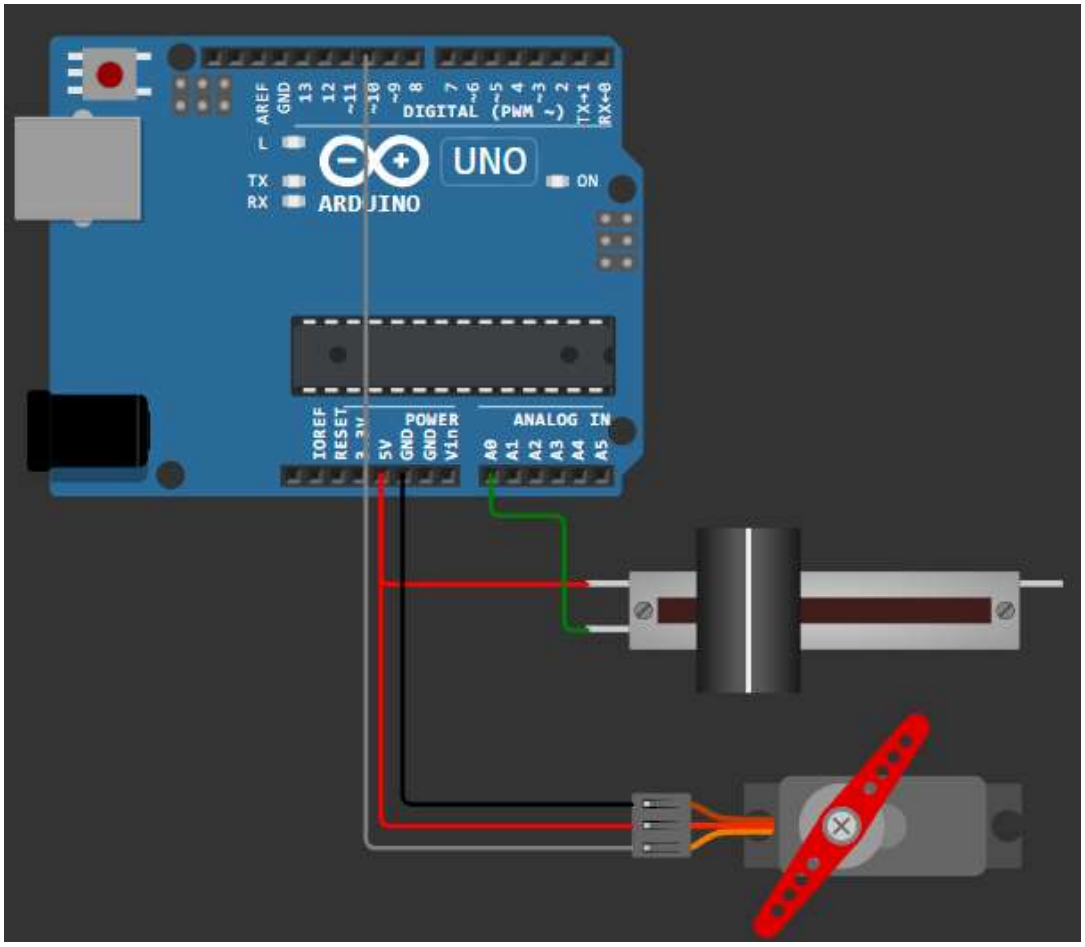
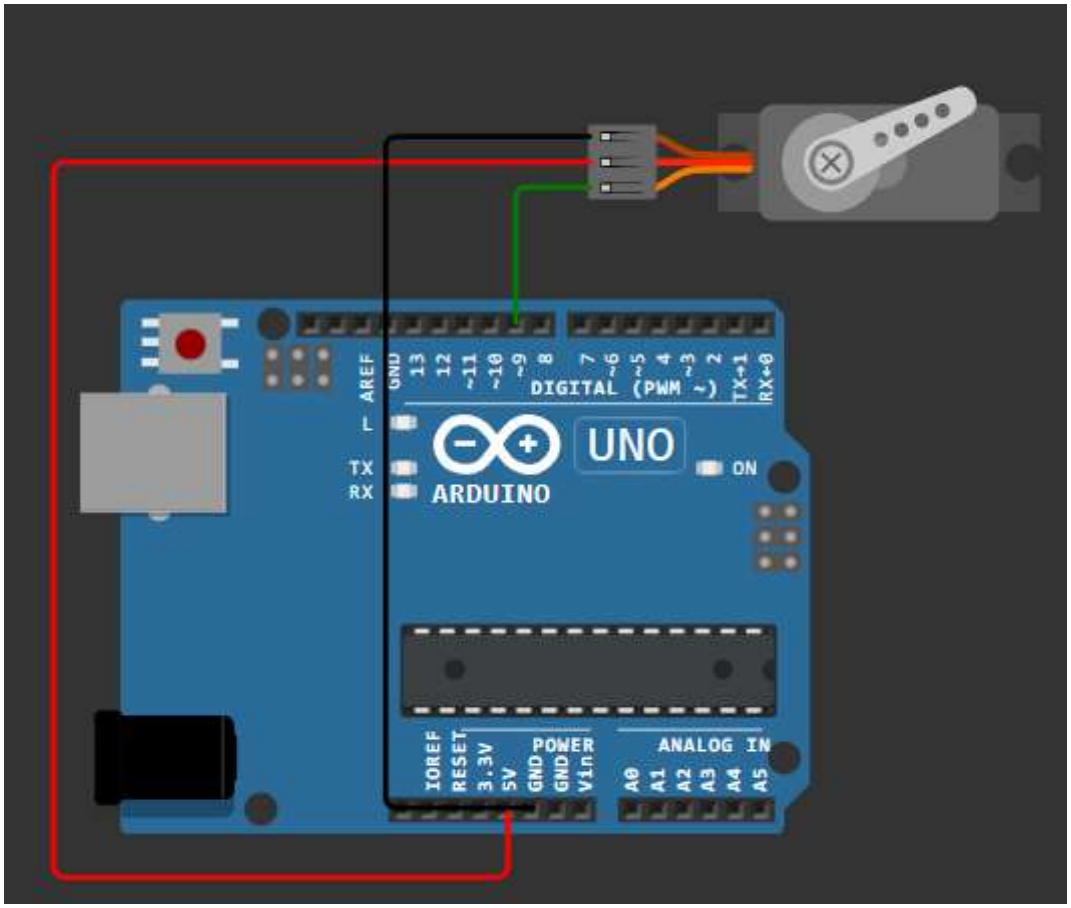
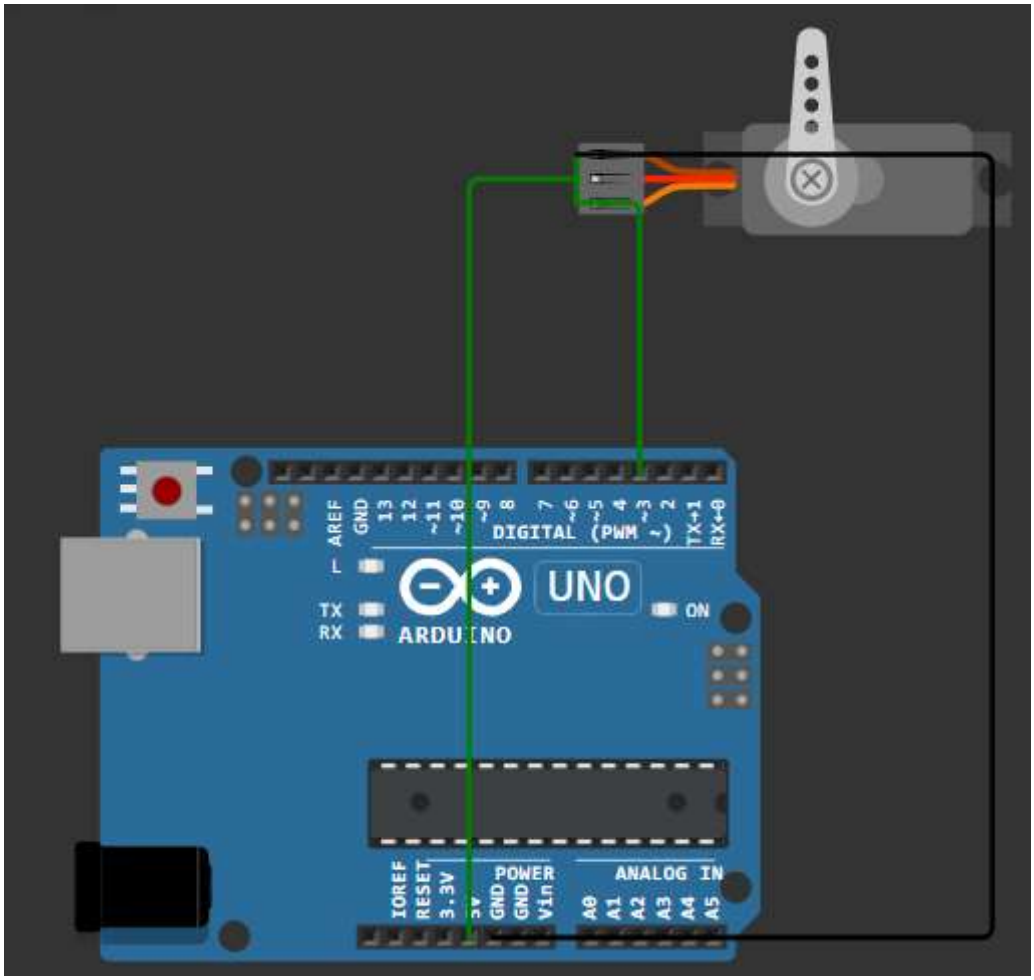
SERVO MOTOR




```
#include <Servo.h>
Servo myservo;
const int servo=10,
potentiometer=A0;
int pos=0;
void setup() {
  myservo.attach(servo);
  myservo.write(pos);
}
void loop() {
  int value=analogRead(potentiometer);
  pos=map(value,0,1023,0,180);
  myservo.write(pos);
  delay(20);
}
```




```
#include<Servo.h>
Servo myservo;
void setup() {
myservo.attach(9);
myservo.write(0);
}
void loop() {
for(int i=0; i<=180; i++){
myservo.write(i);
delay(15);
}
for(int j =180; j>=0; j--){
myservo.write(j);
delay(15);
}
}
```




```
#include <Servo.h>
Servo myservo;
void setup() {
  myservo.attach(3);}
void loop() {
myservo.write(0);
delay((2000));
myservo.write(30);
delay (2000);
myservo.write(60);
delay(2000);
myservo.write(90);
delay((2000));
myservo.write(120);
delay (2000);
myservo.write(150);
delay(2000);
myservo.write(180);
delay((2000));
myservo.write(150);
delay (2000);
delay(2000);
myservo.write(90);
delay((2000));
myservo.write(60);
delay (2000);
myservo.write(30);
delay(2000);
myservo.write(0);
delay((2000));
}
```