

Basteltruppe

5

Motor

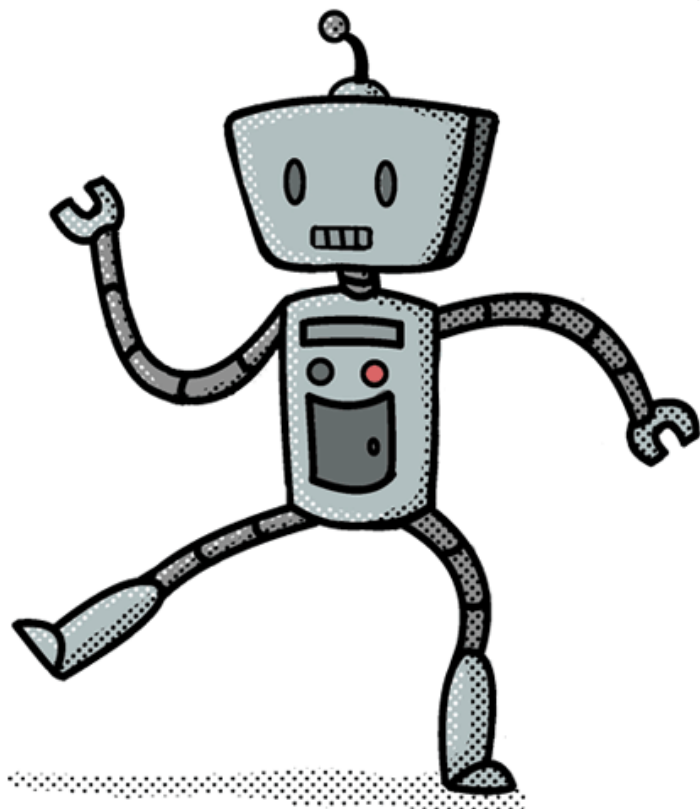
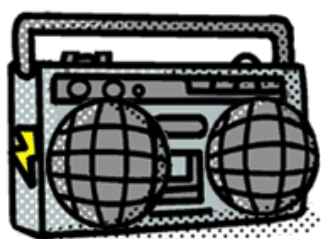


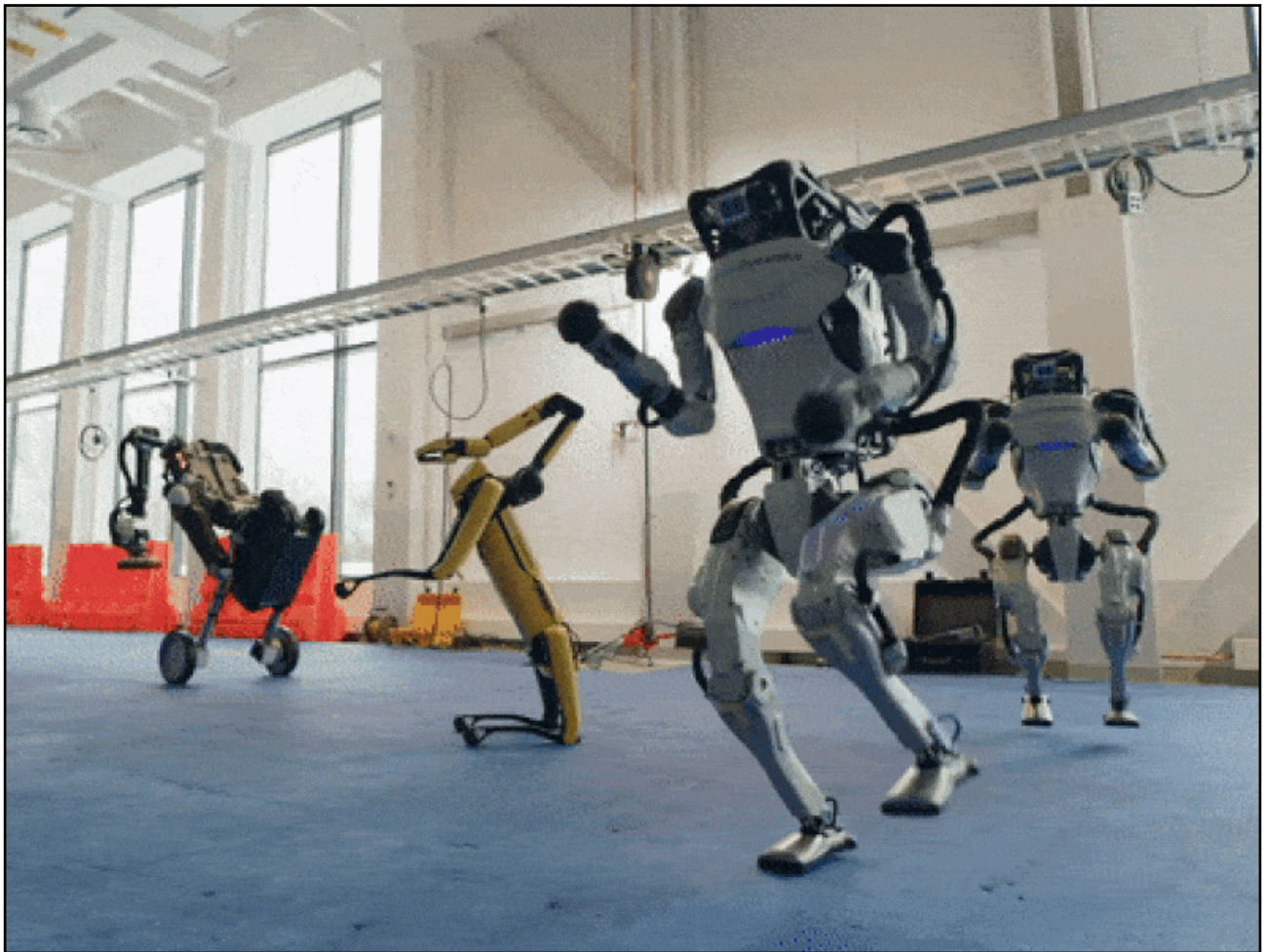
**This could be
you!**

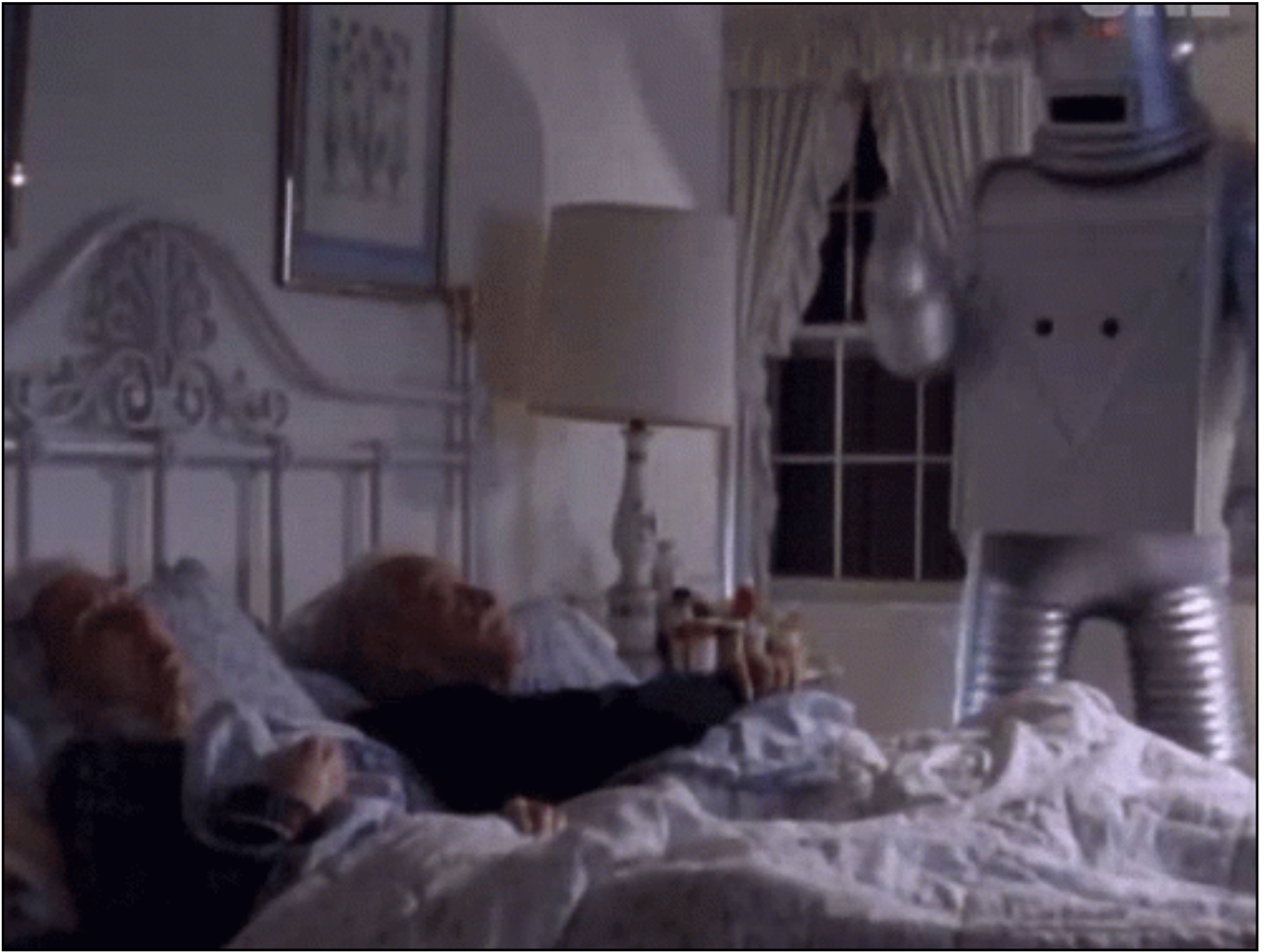
**You need to
learn the
basics first
:-)**

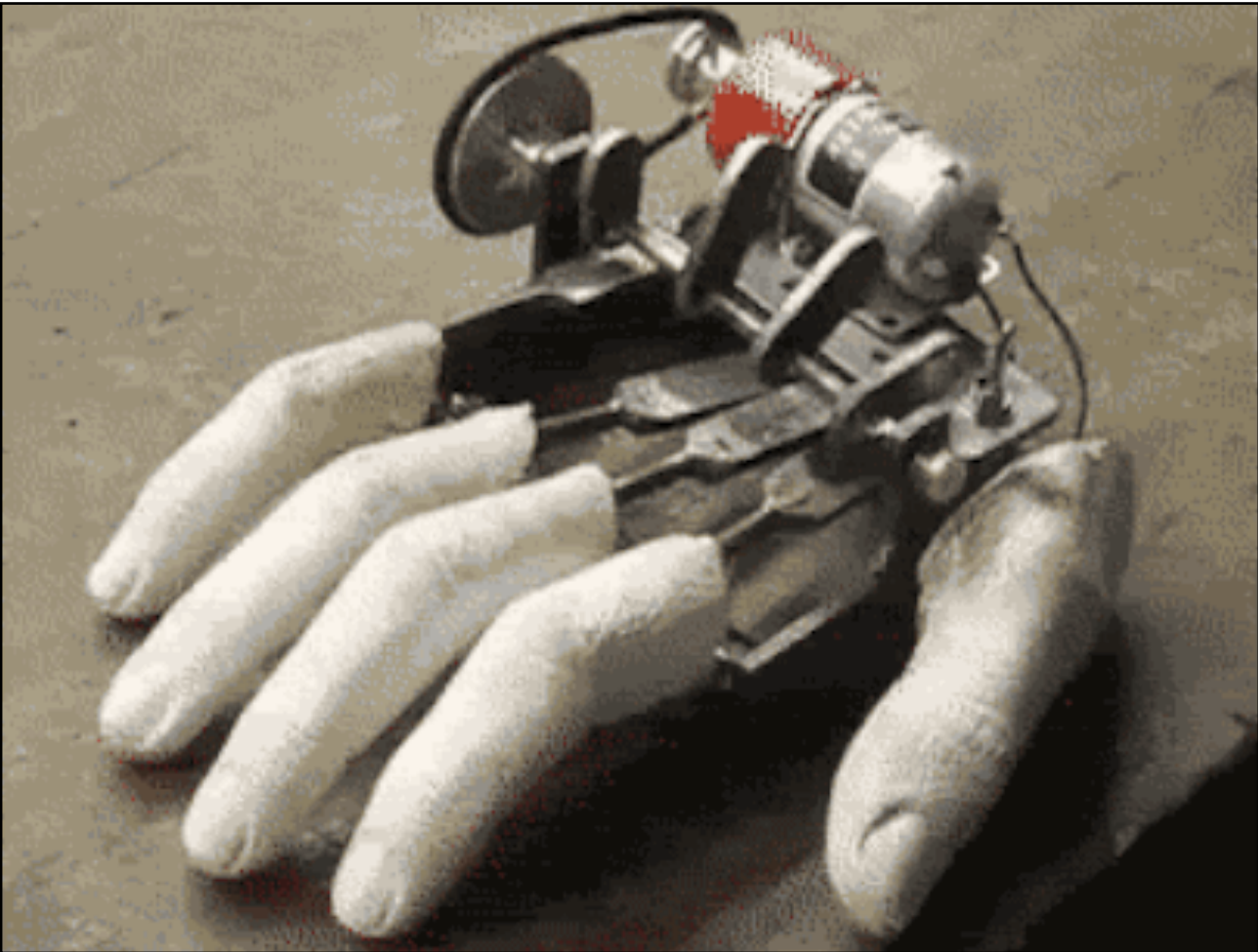
**What do
these
Robots have
in common?**

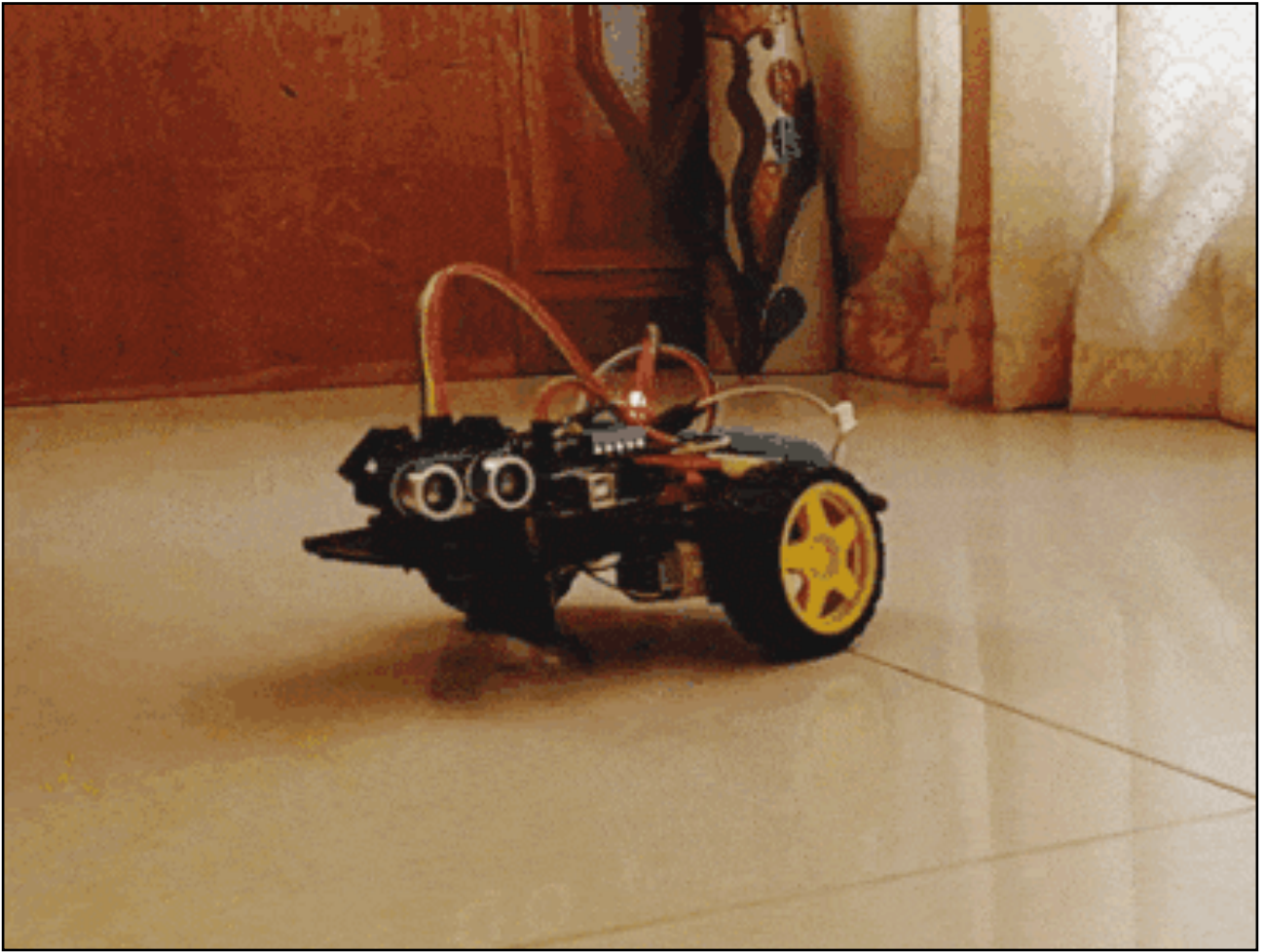
M.♡





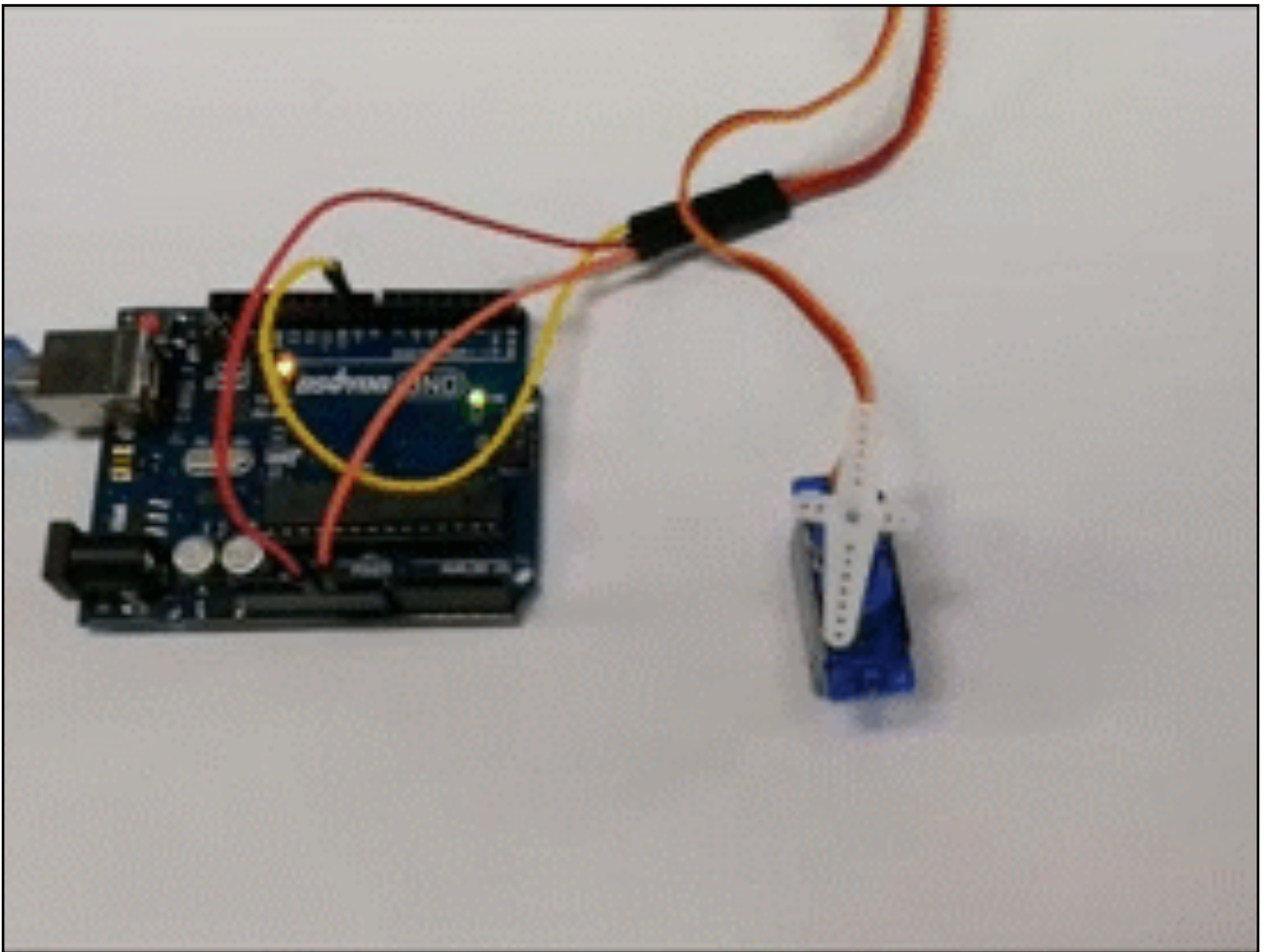


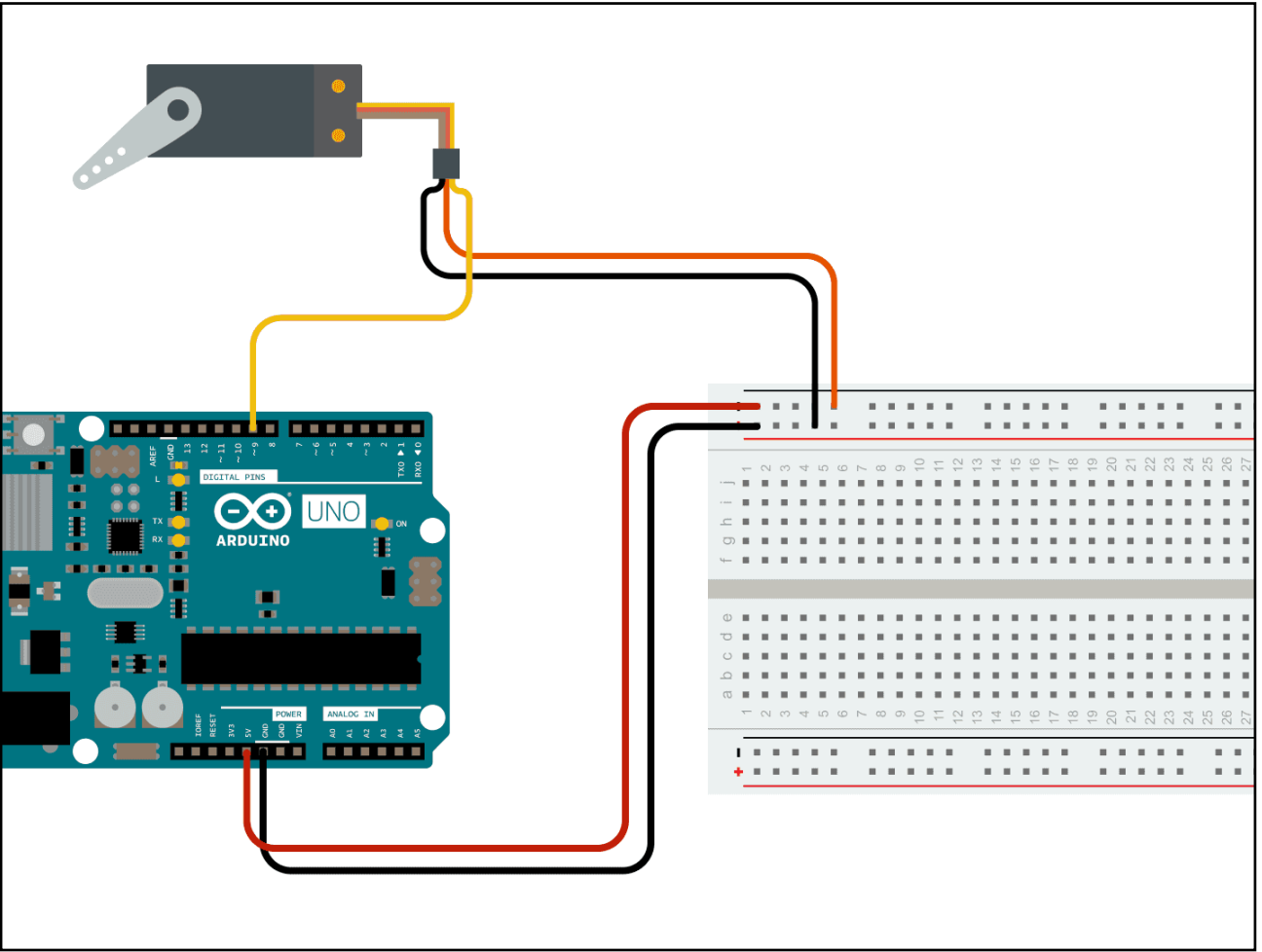




**They all
move!**

Motors!





Code

```
#include <Servo.h>

Servo myservo; // create servo object to control a servo
// twelve servo objects can be created on most boards

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
    // in steps of 1 degree
    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
  }
}
```

Exercise

- Let the Motor rotate!
- How quick can the motor turn?
- Can you use light to turn the motor?
- Map 0 brightness to 0 degrees servo rotation and 1024 brightness to 360 degrees servo rotation