

//This program is the Arduino side of the project Robo\_Car.

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

```
Servo armServo;
```

```
Servo tweezerServo;
```

```
void setup() {
```

```
  Serial.begin(115200);
```

```
  pinMode(13,OUTPUT);
```

```
  armServo.attach(5);
```

```
  armServo.write(150);
```

```
  tweezerServo.attach(6);
```

```
  tweezerServo.write(0);
```

```
  pinMode(7,OUTPUT);
```

```
  pinMode(4,OUTPUT);
```

```
  pinMode(2,OUTPUT);
```

```
  pinMode(3,OUTPUT);
```

```
  digitalWrite(7,LOW);
```

```
  digitalWrite(4,LOW);
```

```
  digitalWrite(2,LOW);
```

```
  digitalWrite(3,LOW);
```

```
}
```

```
void loop() {
```

```
  char ch=Serial.read();
```

```
  if(ch=='a')
```

```
  {
```

```
    if (armServo.read()<=155) {
```

```
      armServo.write (armServo.read()+ 5);
```

```
    }
```

```
  }
```

```
  else if(ch=='b')
```

```
  {
```

```
    if (armServo.read()>=93) {
```

```
      armServo.write (armServo.read()- 5);
```

```
    }
```

```
  }
```

```
  else if(ch=='c')
```

```
  {
```

```
    if (tweezerServo.read()<=85) {
```

```
      tweezerServo.write (tweezerServo.read()+5) ;
```

```
    }
```

```
  }
```

```
  else if(ch=='d')
```

```
  {
```

```
    if (tweezerServo.read()>=5) {
```

```
      tweezerServo.write (tweezerServo.read()-5) ;
```

```
}  
}  
else if(ch=='e')  
{  
    digitalWrite(4,HIGH);  
    digitalWrite(7,LOW);  
  
    digitalWrite(2,HIGH);  
    digitalWrite(3,LOW);  
}  
else if(ch=='f')  
{  
    digitalWrite(4,LOW);  
    digitalWrite(7,HIGH);  
  
    digitalWrite(2,LOW);  
    digitalWrite(3,HIGH);  
}  
else if(ch=='g')  
{  
    digitalWrite(4,HIGH);  
    digitalWrite(7,LOW);  
  
    digitalWrite(2,LOW);  
    digitalWrite(3,LOW);  
}  
else if(ch=='h')  
{  
    digitalWrite(4,LOW);  
    digitalWrite(7,LOW);  
  
    digitalWrite(2,HIGH);  
    digitalWrite(3,LOW);  
}  
else if(ch=='i')  
{  
    digitalWrite(7,LOW);  
    digitalWrite(4,LOW);  
  
    digitalWrite(2,LOW);  
    digitalWrite(3,LOW);  
}  
  
Serial.flush();  
delay(10);  
}
```