```
<include <Servo.h#

;Servo myservo

;int pos = 0

} ()void setup
;(٩)myservo.attach
{

} ()void loop
} for (pos = 0; pos <= 180; pos += 1)
;myservo.write(pos)
;(١٥)delay
{
} for (pos = 180; pos >= 0; pos -= 1)
;myservo.write(pos)
;(١٥)delay
{
{
```