

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

```
const int buttonUp = 2;
```

```
const int buttonDown = 3;
```

```
Servo myServo;
```

```
int pos = 0;
```

```
void setup() {
```

```
  pinMode(buttonUp, INPUT_PULLUP);
```

```
  pinMode(buttonDown, INPUT_PULLUP);
```

```
  myServo.attach(9);
```

```
  myServo.write(pos);
```

```
}
```

```
void loop() {
```

```
  bool upPressed = (digitalRead(buttonUp) == LOW);
```

```
  bool downPressed = (digitalRead(buttonDown) == LOW);
```

```
  if (upPressed && pos < 180) {
```

```
    pos += 5;
```

```
    myServo.write(pos);
```

```
    delay(50);
```

```
  }
```

```
  if (downPressed && pos > 0) {
```

```
    pos -= 5;
```

```
    myServo.write(pos);
```

```
    delay(50);
```

```
  }
```

```
}
```