Imports System.IO

Imports System.IO.Ports

Imports System.Threading

Public Class Form1

Shared \_continue As Boolean

Shared \_serialPort As SerialPort

Private Sub Form1\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

SerialPort1.Close()

SerialPort1.PortName = "com6" 'you need to check which com port your arduino is using, and change them if you need

SerialPort1.BaudRate = 9600

SerialPort1.DataBits = 8

SerialPort1.Parity = Parity.None

SerialPort1.StopBits = StopBits.One

SerialPort1.Handshake = Handshake.None

SerialPort1.Encoding = System.Text.Encoding.Default

End Sub

Private Sub btn90L\_Click\_1(sender As System.Object, e As System.EventArgs) Handles btn90L.Click

SerialPort1.Open()

SerialPort1.Write("0")

SerialPort1.Close()

End Sub

Private Sub btn90R\_Click(sender As System.Object, e As System.EventArgs) Handles btn90R.Click

SerialPort1.Open()

SerialPort1.Write("1")

SerialPort1.Close()

End Sub

Private Sub btn180L\_Click(sender As System.Object, e As System.EventArgs) Handles btn180L.Click

SerialPort1.Open()

SerialPort1.Write("2")

SerialPort1.Close()

End Sub

Private Sub btn180R\_Click(sender As System.Object, e As System.EventArgs) Handles btn180R.Click

SerialPort1.Open()

SerialPort1.Write("3")

SerialPort1.Close()

End Sub

Private Sub Label1\_Click(sender As System.Object, e As System.EventArgs) Handles Label1.Click

End Sub

End Class

/\*  
 \* Control a servo motor with Visual Basic   
 \* Created by Rui Santos, http://randomnerdtutorials.com  
\*/  
   
#include <Servo.h>   
   
Servo myservo;  // create servo object to control a servo   
   
void setup()   
{   
  myservo.attach(9);  // attaches the servo on pin 9 to the servo object   
  Serial.begin(9600); //begins serial communication  
}   
    
void loop()   
{   
  int pos;  
  if (Serial.available()){  
    delay(100);  
    while(Serial.available()>0){  
      pos=Serial.read();     //reads the value sent from Visual Basic    
      if(pos=='0')  
        myservo.write(90);   //rotates the servo 90 degrees (Left)  
      else if(pos=='1')  
        myservo.write(-90);  //rotates the servo 90 degrees (right)  
      else if(pos=='2')  
        myservo.write(180);  //rotates the servo 180 degrees (Left)  
      else if(pos=='3')  
        myservo.write(-180); //rotates the servo 180 degrees (right)       
    }  
  }   
}