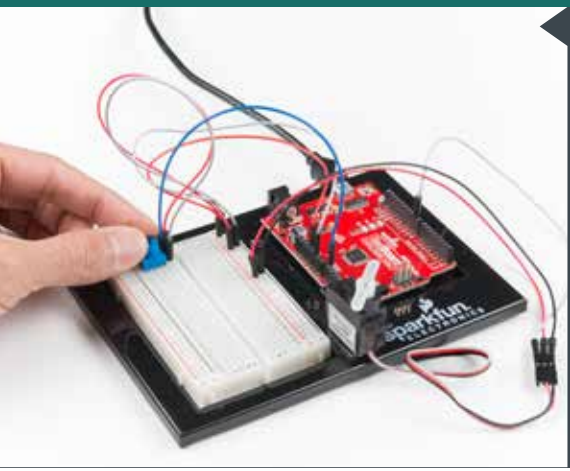
Open the Arduino IDE

Connect the RedBoard to a USB port on your computer.

Open the Sketch:
File > Examples > SIK-Guide-Code-master > **SIK_CIRCUIT_3A-SERVO**

Select **UPLOAD** to program the sketch on the RedBoard.



WHAT YOU SHOULD SEE

Turning the potentiometer will cause the servo arm to turn. The servo will mimic the movement of the potentiometer, twisting in the same clockwise or counter-clockwise direction. If you've attached a servo mount to the arm as shown, this movement will be easier to see.

PROGRAM OVERVIEW

1	Read the value of the potentiometer.
2	Convert the potentiometer value (0–1023) to an angle (20–160).
3	Tell the servo to go to this angle.

CODE TO NOTE

INCLUDING LIBRARIES:

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

The `#include` command adds a library to your Arduino program. After you include a library, you can use the commands in the library in your program. This line adds the built-in Servo Library.

CREATING SERVO OBJECTS:

```
Servo myServo;
```

The `Servo` command creates a new servo object and assigns a name to it, `myServo` in this case. If you make more than one servo object, you will need to give them different names.