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Lab 3: Servo

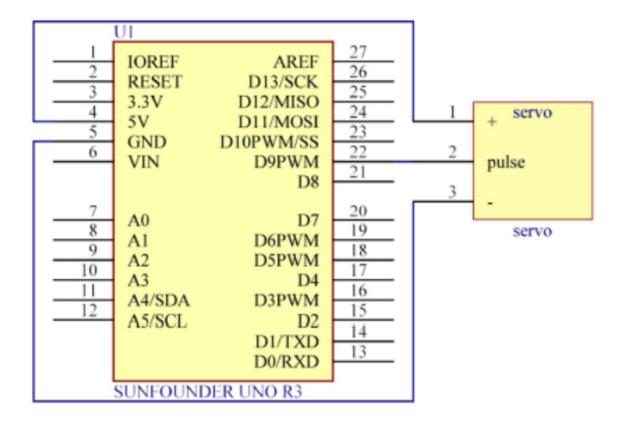
Introduction

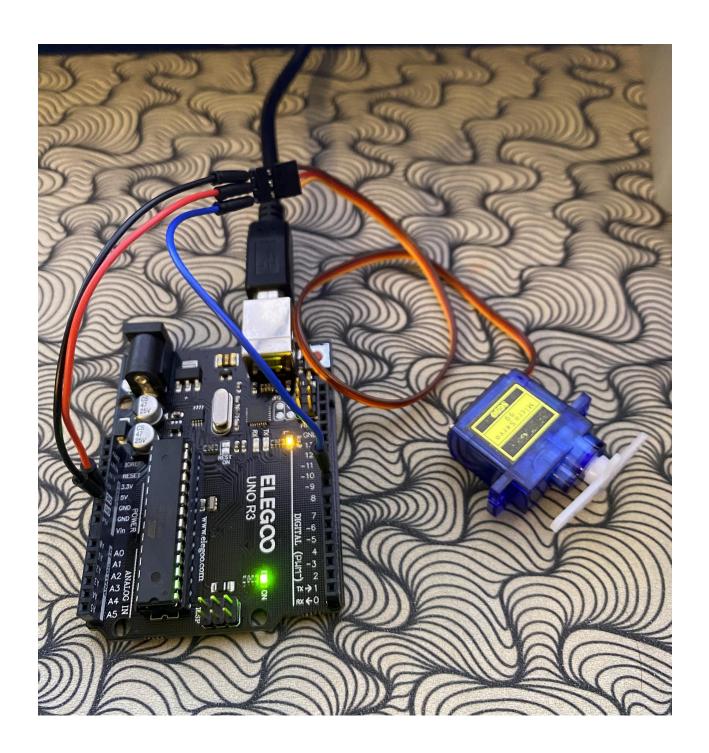
In this experiment, we used the arduino board to rotate a servo module. The servo module can be set to different degree angles which causes rotation. Using arduino IDE software, we can create a code that makes the servo module rotate periodically by setting different degree angles in intervals.

Components list: Arduino uno board, usb cable, servo module, and jumper wires.

Experiment

By connecting the components as shown in the picture diagram below we can begin uploading code to the arduino and test the servo module.





Test

Using the code below we can get the servo to rotate to 30, 60, and 90 degrees then back every 1.5 seconds.

#include <Servo.h>

```
Servo myservo;//create servo object to control a servo
void setup()
 myservo.attach(9);//attachs the servo on pin 9 to servo object
 myservo.write(0);//back to 0 degrees
delay(1500);//wait for 1.5 seconds
void loop()
 myservo.write(30);//goes to 30 degrees
 delay(1500);//wait for 1.5 seconds
 myservo.write(60);//goes to 60 degrees
 delay(1500);//wait for 1.5 seconds
 myservo.write(90);//goes to 90 degrees
 delay(1500);//wait for 1.5 seconds
 myservo.write(60);//back to 60 degrees
 delay(1500);//wait for 1.5 seconds
 myservo.write(30);//back to 30 degrees
 delay(1500);//wait for 1.5 seconds
 myservo.write(0);//back to 0 degrees
 delay(1500);//wait for a 1.5 seconds
/*****************************
```

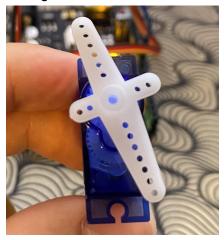
0 degrees



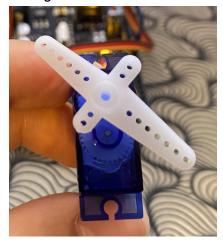
30 degrees



60 degrees



90 degrees



60 degrees



30 degrees



0 degrees



Conclusion

In this lab, I learned about the servo module and its uses. Using the arduino IDE, we can rotate the servo clockwise or counter clockwise by specifying a degree angle to turn to in code.

Group 4 Topic: Traveling Robot