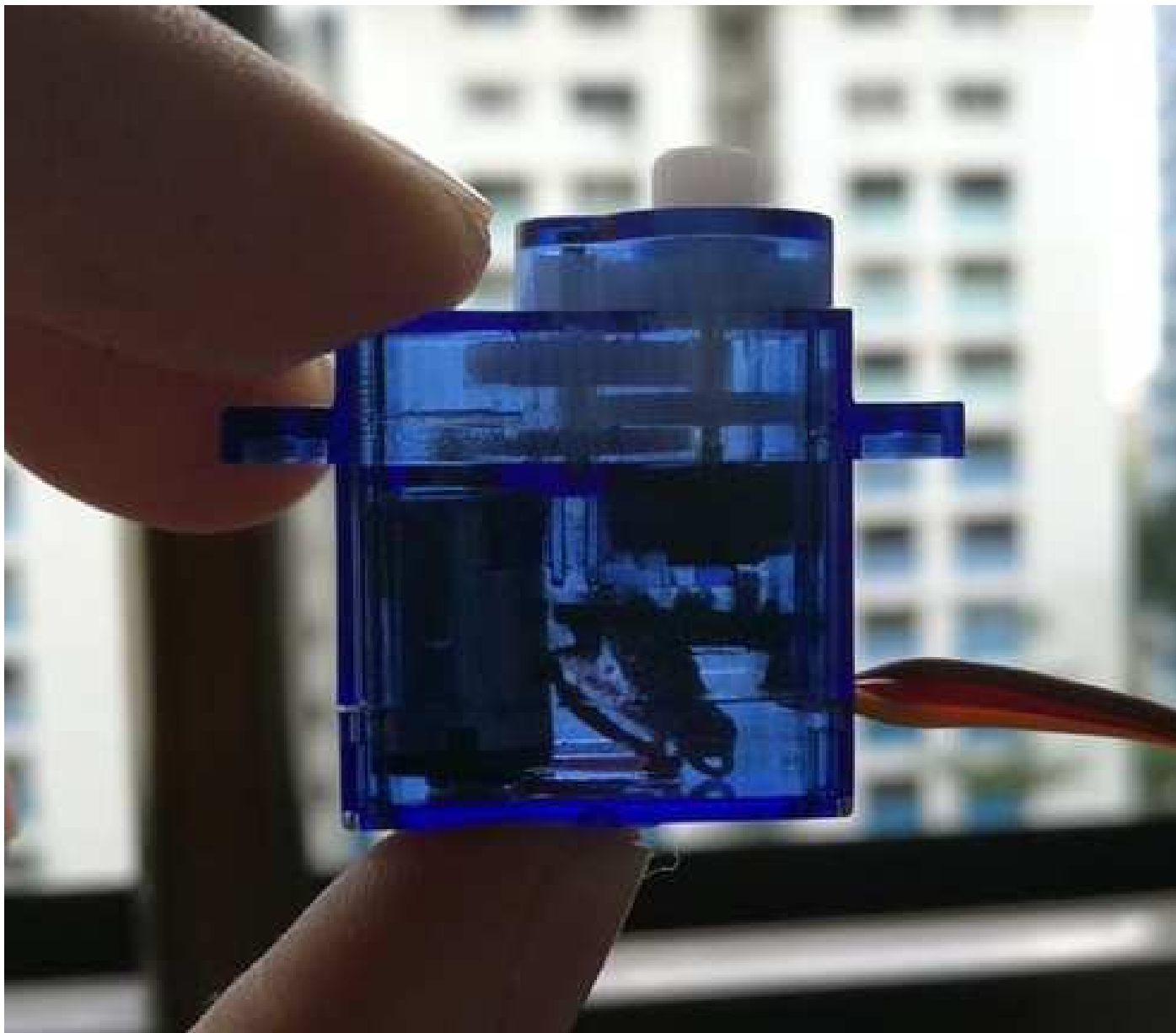
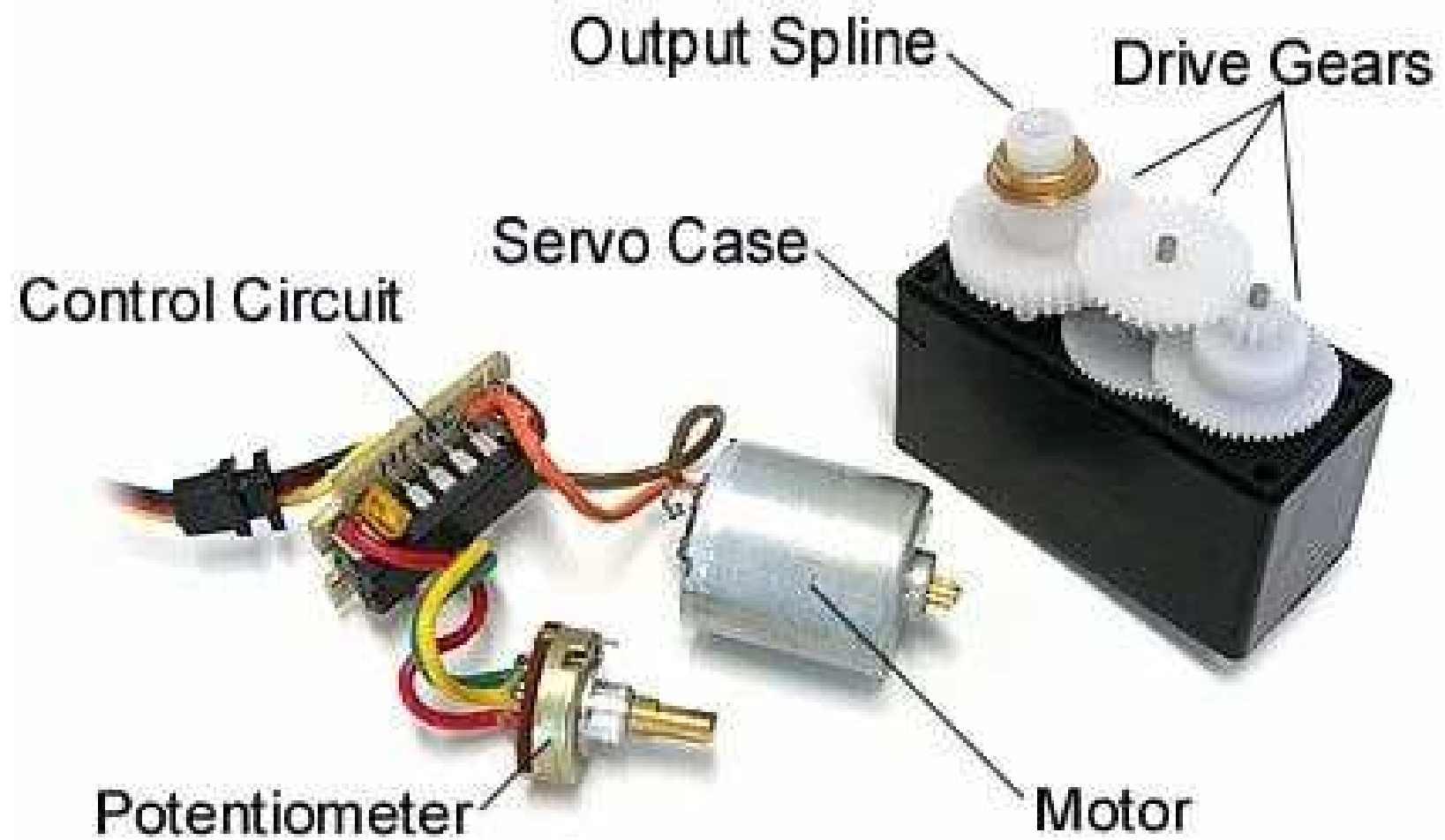
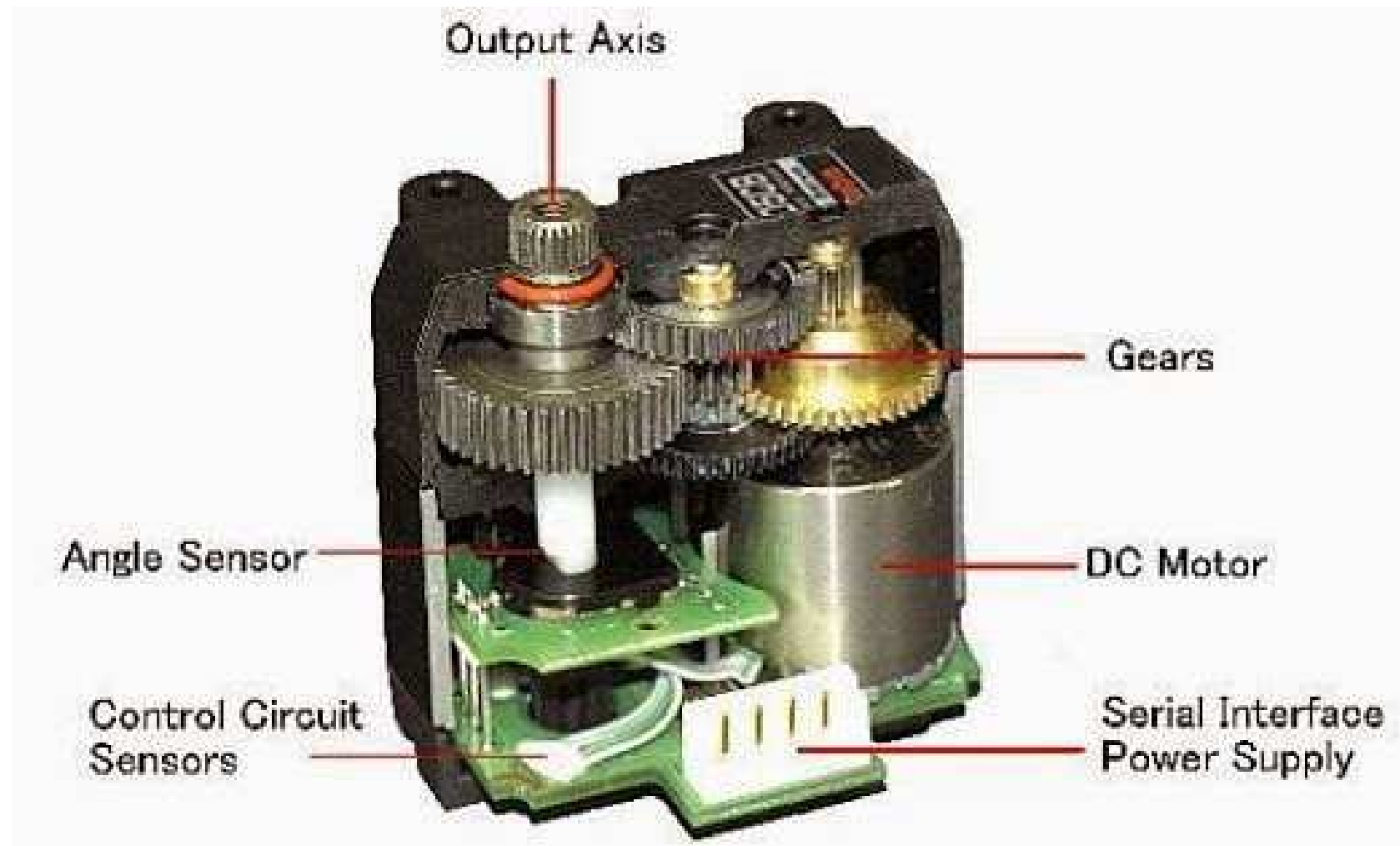


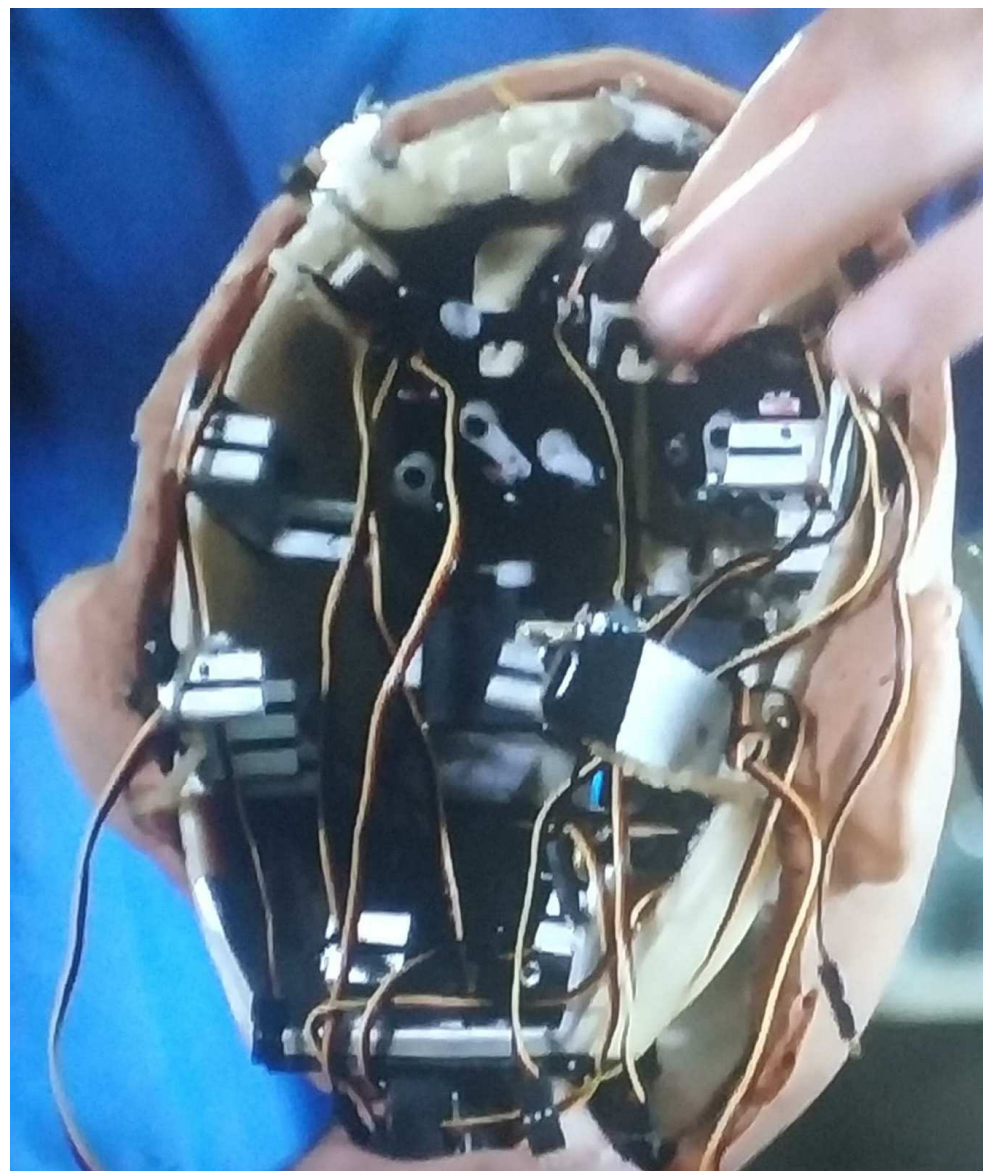
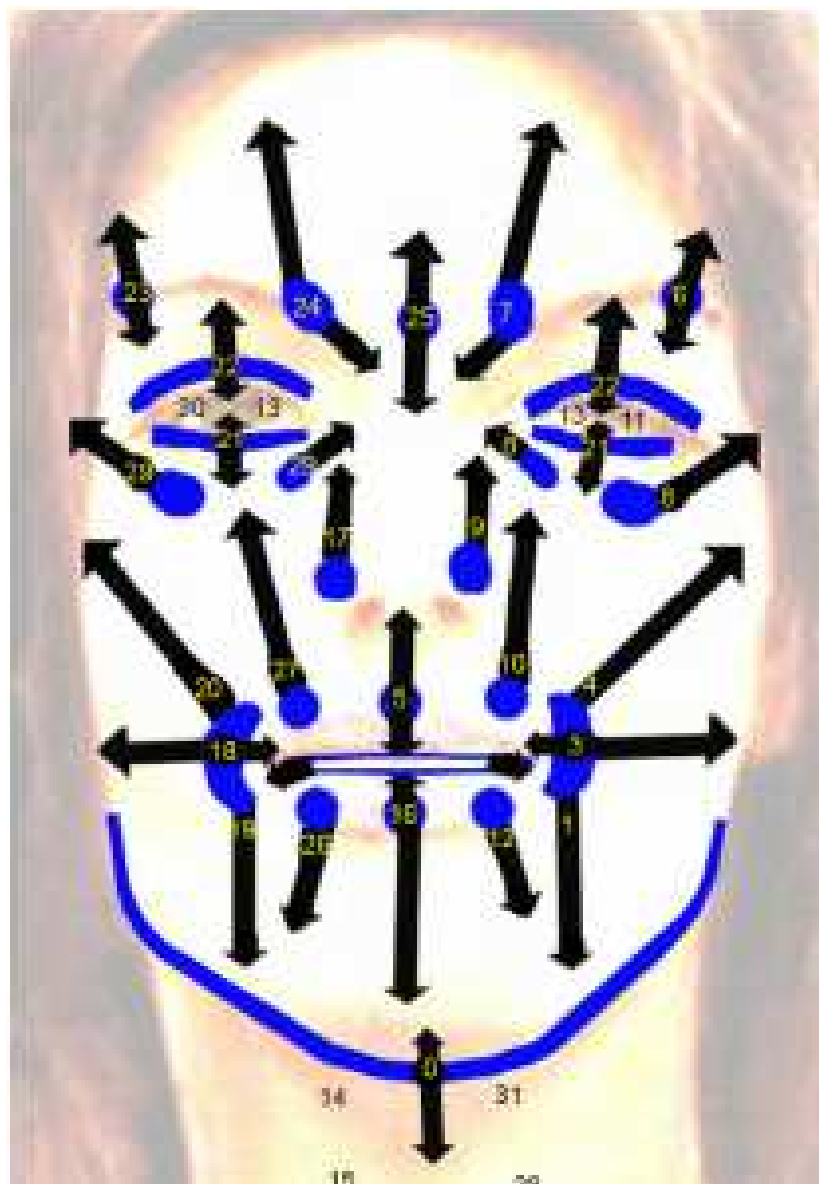
# SERVOMOTOR

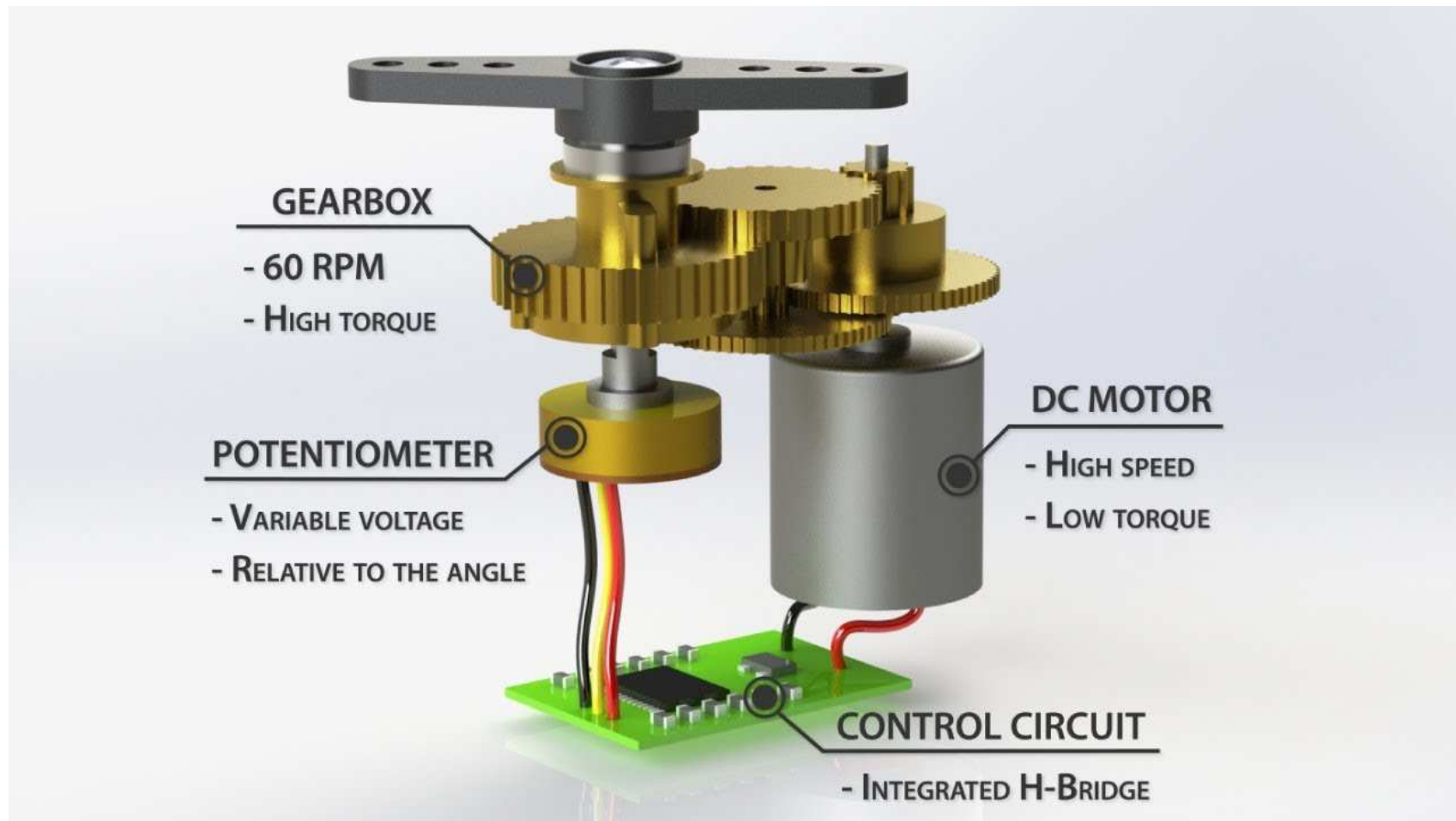


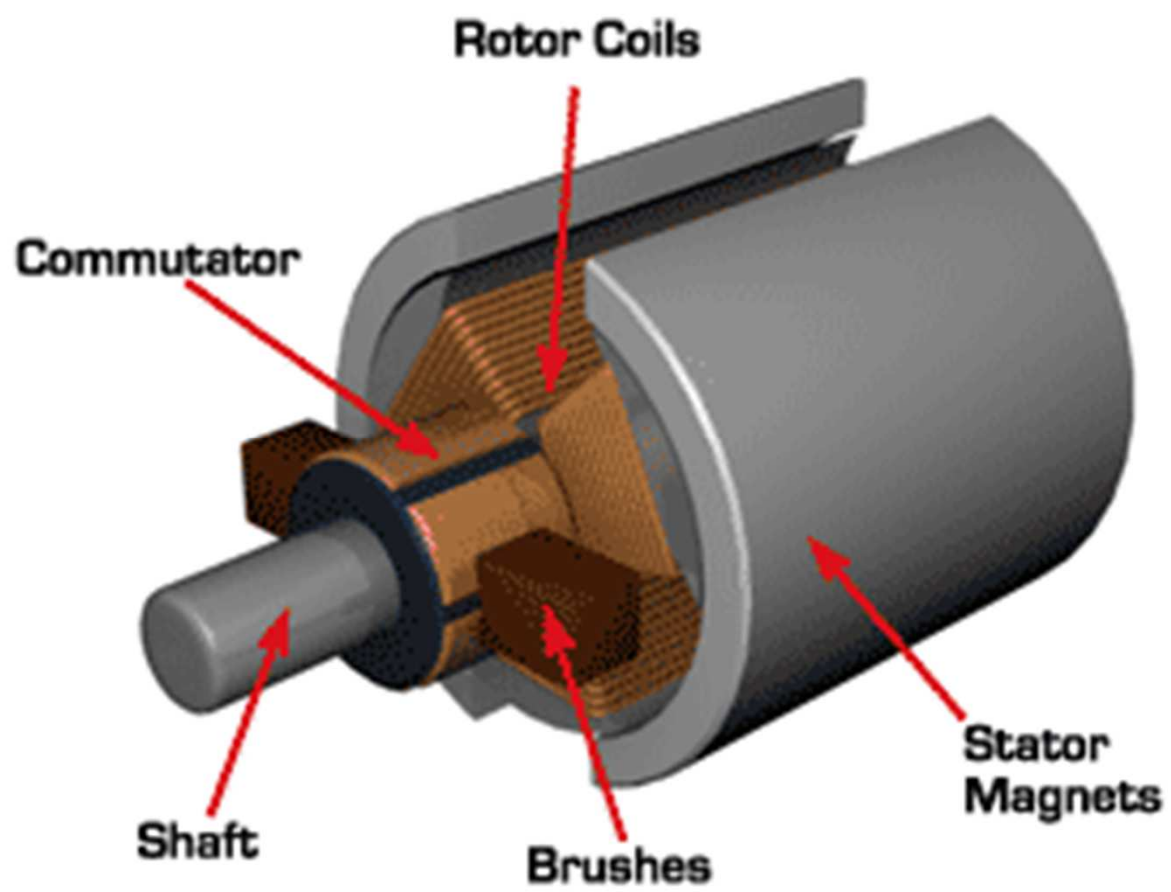


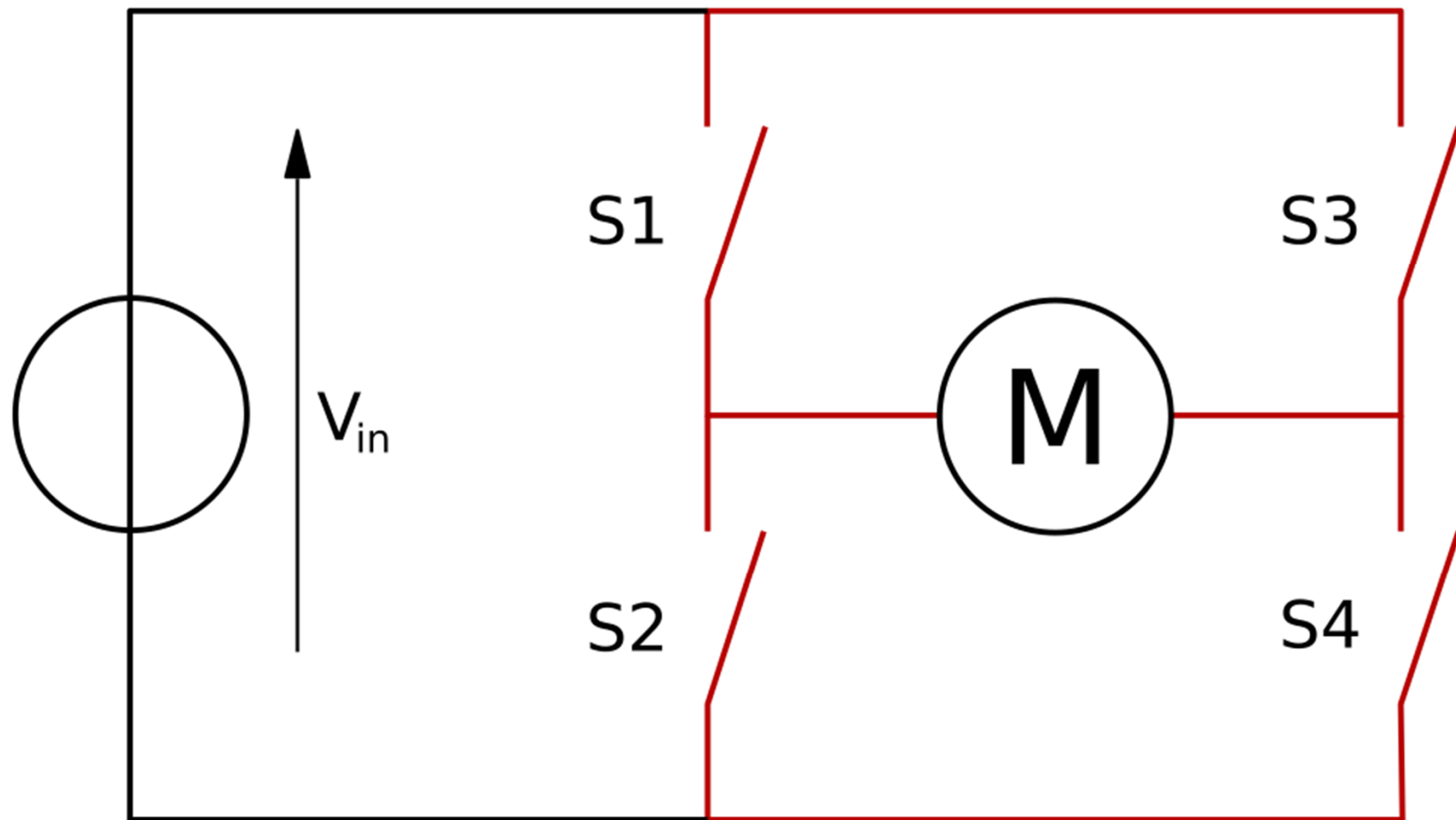




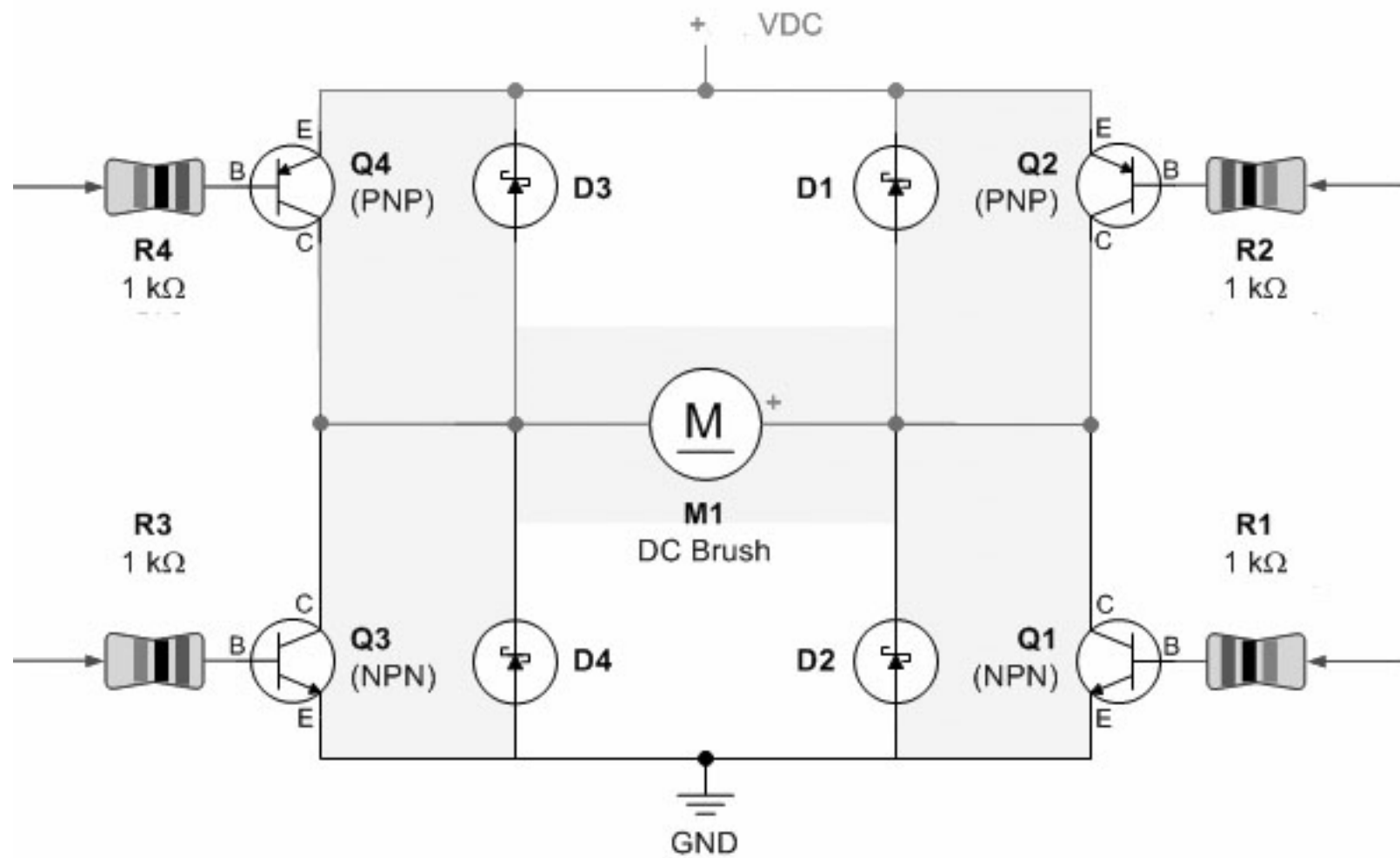


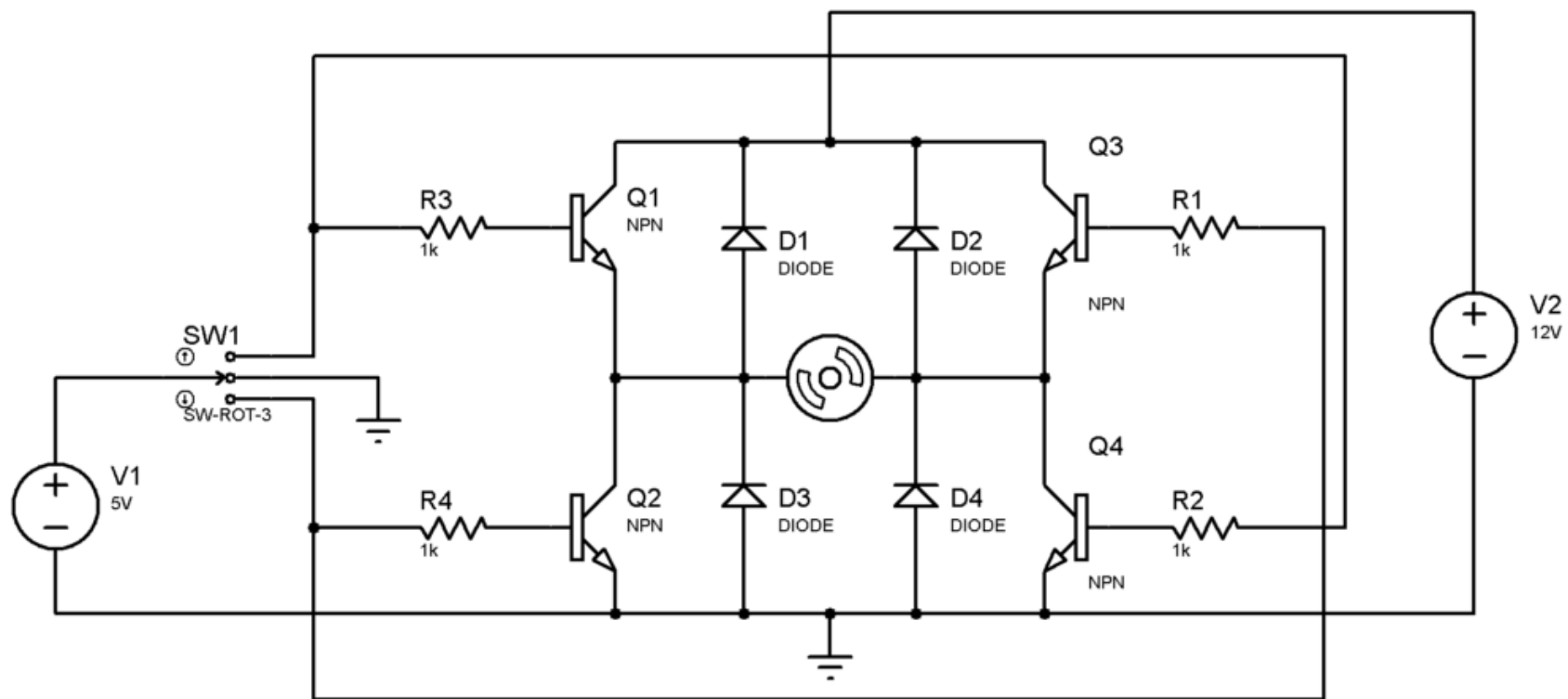


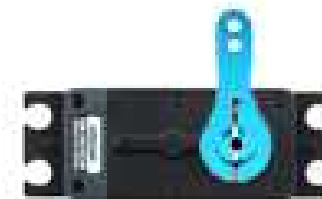
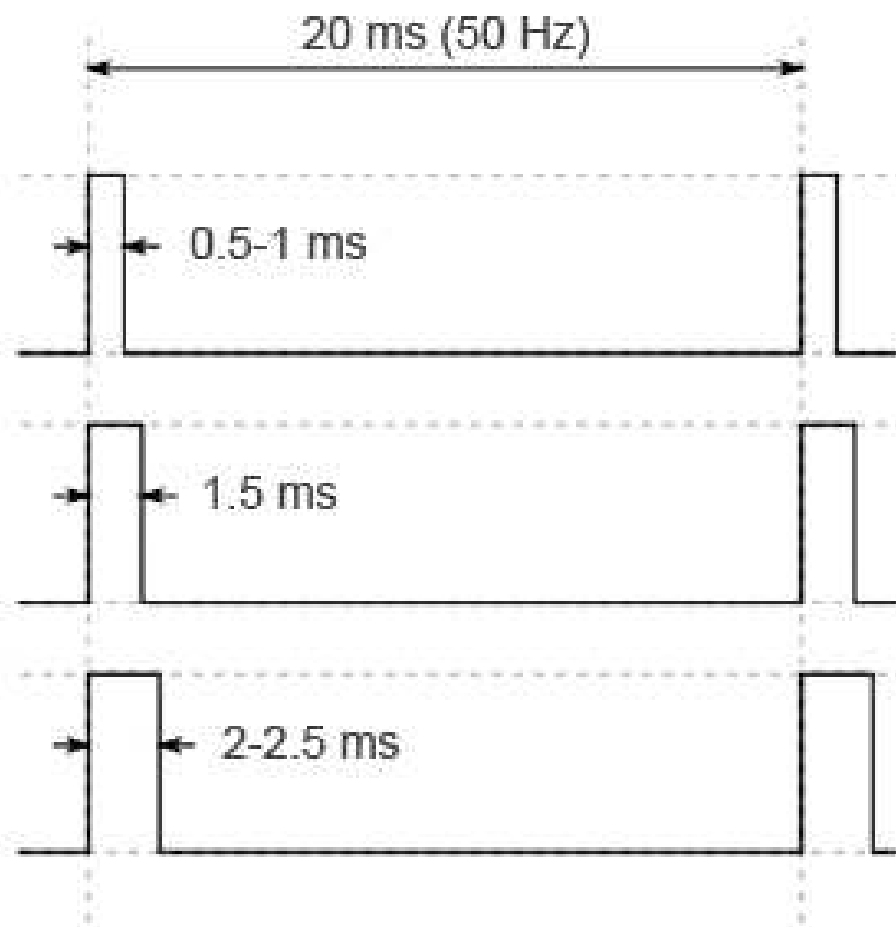












0°



90°

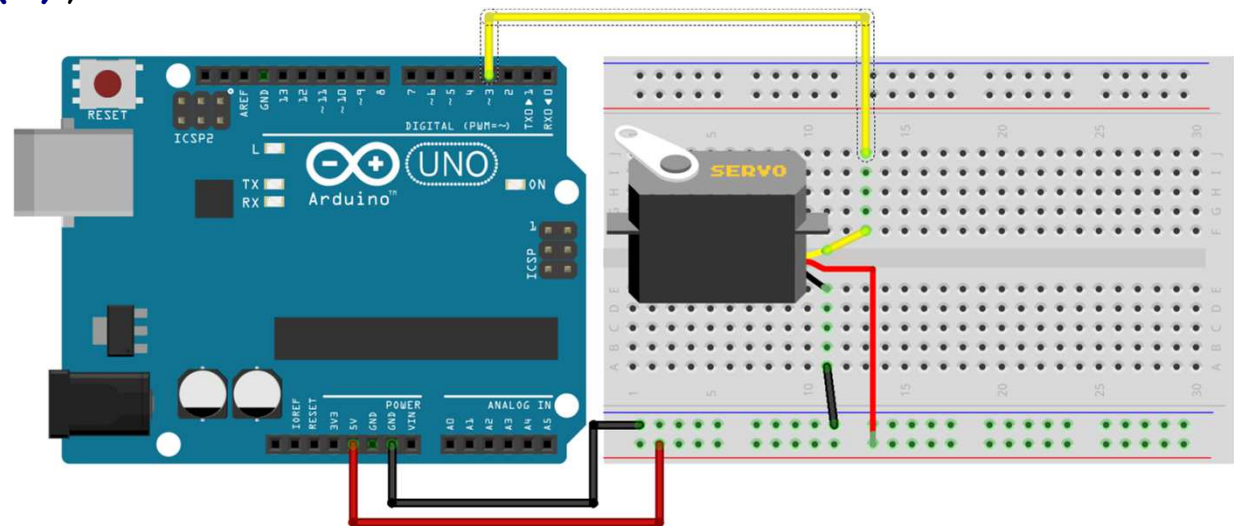


180°

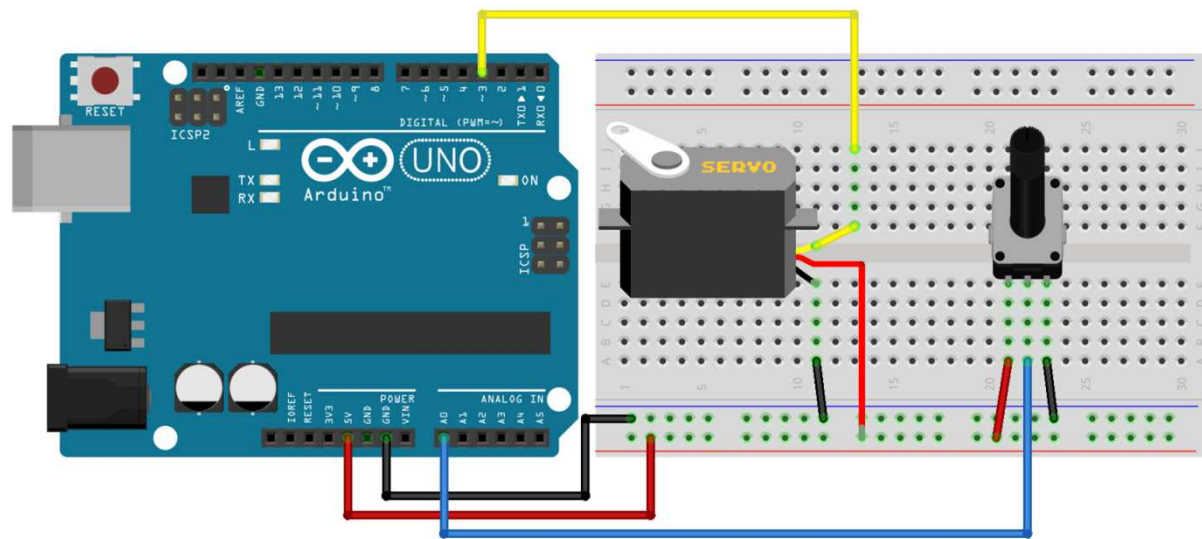
```

#include <Servo.h>
Servo servoInstance;
int ang = 0;
int increasing = 1;
void setup() {
    servoInstance.attach(3);
    Serial.begin(9600);
}
void loop() {
    if(increasing)
        ang ++;
    else
        ang --;
    Serial.println(ang);
    if(ang<=1) {
        increasing=1;
        delay(20);
    }
    if(ang>=180) {
        increasing=0;
        delay(20);
    }
    servoInstance.write(ang);
    delay(1);
}

```



fritzing



fritzing

```
#include <Servo.h>           //Incluimos la biblioteca
int pot = A0;                //Potenci3metro en PIN A0
int sg90_pin = 3;            //Servo en el PIN 3
int angle = 0;               //Variable para guardar 3ngulo de giro
Servo sg90;                  //Variable para el servo

void setup() {
    sg90.attach(sg90_pin);    //Decimos a Arduino que controle el servo en
    el PIN 3
}

void loop()
{
    int pot_value = analogRead(pot);           //Leemos valor de posici3n
    del potenci3metro
    angle = map (pot_value,1023,0,180,0);       //Mapeamos valores de 0-
    1023 a 0-180
    sg90.write(angle);                          //Posicionamos el servo en
    el 3ngulo correspondiente
}
```