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#include <Servo.h>
#include <DFRobotDFPlayerMini.h>
#include <SoftwareSerial.h>

// Define pins for servo motors
Servo leftArm;
Servo rightArm;
Servo head;

// Pins for DFPlayer Mini (audio module)
SoftwareSerial mySoftwareSerial(10, 11); // RX, TX
DFRobotDFPlayerMini myDFPlayer;

// Setup variables for movement
int armPosition = 0;
bool armUp = true;

void setup() {
  // Initialize servos
  leftArm.attach(9); // Pin 9 for left arm servo
  rightArm.attach(8); // Pin 8 for right arm servo
  head.attach(7); // Pin 7 for head servo

  // Set up serial communication for DFPlayer
  mySoftwareSerial.begin(9600);
  Serial.begin(9600);

  // Initialize DFPlayer Mini
  if (!myDFPlayer.begin(mySoftwareSerial)) {
    Serial.println("DFPlayer error...");
    while (true);
  }

  myDFPlayer.volume(30); // Set volume level (0-30)

  // Initial arm positions
  leftArm.write(90); // Start at neutral position
  rightArm.write(90); // Start at neutral position
  head.write(90); // Head at neutral position

  // Play intro music or rap beat
  myDFPlayer.play(1); // Assumes first track is a beat or rap track

  delay(2000); // Wait for 2 seconds for beat to start

```

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}

void loop() {
  // Control arm and head movements in sync with rap
  performRapActions();
}

void performRapActions() {
  // Move left arm up and down
  if (armUp) {
    armPosition += 5;
    if (armPosition >= 120) armUp = false;
  } else {
    armPosition -= 5;
    if (armPosition <= 60) armUp = true;
  }

  leftArm.write(armPosition);
  rightArm.write(180 - armPosition); // Mirror movement of right arm

  // Make the head "nod" to the beat
  head.write(90 + random(-15, 15)); // Small random head movements

  // Display rap lines (these could be timed with your audio track)
  if (millis() < 8000) {
    Serial.println("Yo, I'm MC Byte, coming out of sight!");
  } else if (millis() < 16000) {
    Serial.println("Arduino power, I rap with all my might!");
  } else if (millis() < 24000) {
    Serial.println("Waving these arms, spitting these bars,");
  } else if (millis() < 32000) {
    Serial.println("I'm a rap-bot superstar, reaching for the stars!");
  } else {
    myDFPPlayer.play(1); // Replay the beat when rap ends
  }

  delay(200); // Small delay between movements
}

```