

```
#include <Servo.h>

Servo servo1;

Servo servo2;

Servo servo3;

Servo servo4;

char a;

String readString;

void setup() {

    pinMode(13,OUTPUT);

    servo1.attach(8);

    servo2.attach(9);

    servo3.attach(10);

    servo4.attach(11);

    Serial.begin(9600);

    servo1.write(8);

    servo2.write(100);

    servo3.write(164);

    servo4.write(90);

    delay(10);

}

void loop() {

    if (Serial.available()) {

        a = Serial.read();

        if(a=='A'){

            motor1();

        }

        if(a=='B'){

            motor2();

        }

        if(a=='C'){

            motor3();

        }

        if(a=='D'){
```

```
motor4();  
  
}  
  
if(a=='E'){  
  digitalWrite(13,HIGH);  
  
  delay(10);  
  
}  
  
if(a=='F'){  
  digitalWrite(13,LOW);  
  
  delay(10);  
  
}  
  
}
```

```
void motor1(){  
  delay(10);  
  
  while (Serial.available()) {  
  
  
  
    char b = Serial.read();  
  
    readString += b;  
  
  }  
  
  if (readString.length() >0) {  
  
    Serial.println(readString.toInt());  
  
    servo1.write(readString.toInt());  
  
    readString=""; // Clear string  
  
  }  
  
}  
  
void motor2(){  
  delay(10);  
  
  while (Serial.available()) {  
  
    char b = Serial.read();  
  
    readString += b;  
  
  }  
  
  if (readString.length() >0) {  
  
    Serial.println(readString.toInt());  
  
    servo2.write(readString.toInt());  
  
    readString="";  
  
  }  
  
}
```

```
}  
  
}  
  
void motor3(){  
  
  delay(10);  
  
  while (Serial.available()) {  
  
    char b = Serial.read();  
  
    readString += b;  
  
  }  
  
  if (readString.length() >0) {  
  
    Serial.println(readString.toInt());  
  
    servo3.write(readString.toInt());  
  
    readString="";  
  
  }  
  
}  
  
void motor4(){  
  
  delay(10);  
  
  while (Serial.available()) {  
  
    char b = Serial.read();  
  
    readString += b;  
  
  }  
  
  if (readString.length() >0) {  
  
    Serial.println(readString.toInt());  
  
    servo4.write(readString.toInt());  
  
    readString="";  
  
  }  
  
}
```