Servo motor

#include<Servo.h>

Servo servo;

int angle = 10;

void setup(){

servo.attach(6);

servo.write(angle);

}

void loop(){

for(angle = 10; angle < 100; angle++){

servo.write(angle);

delay(30);

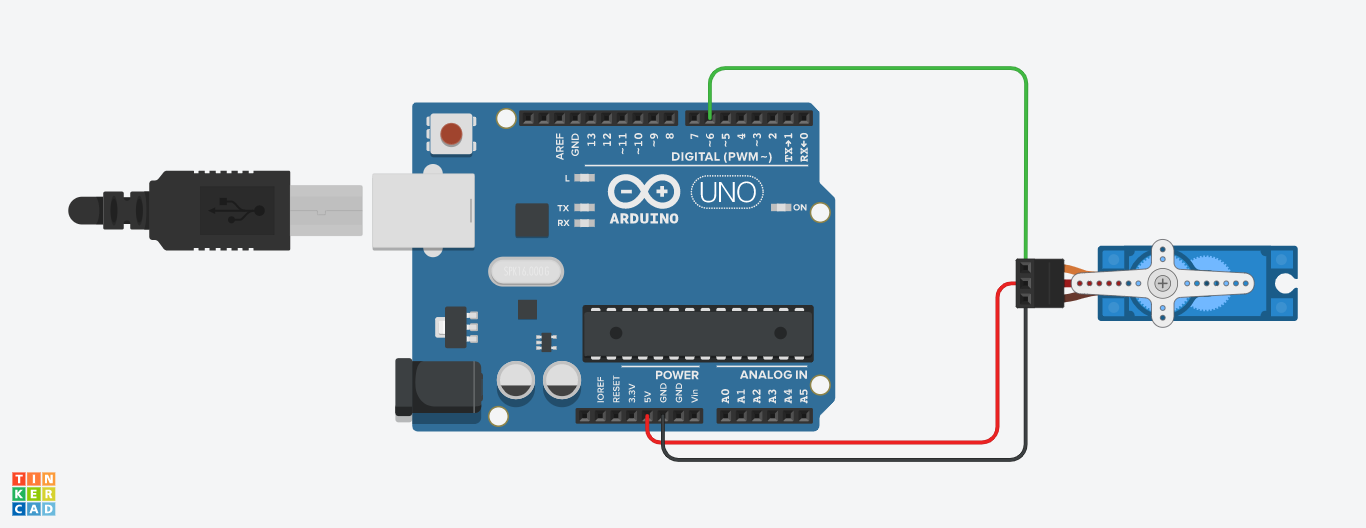
}

for(angle = 100; angle > 10; angle++){

servo.write(angle);

delay(30);

}

}