

**Code1**

```
void setup()

{

pinMode(13, OUTPUT);

Serial.begin(9600);

while (!Serial);

Serial.println("Input 1 to Turn LED on and 2 to off");

}

void loop() {

if (Serial.available())

{

int state = Serial.parseInt();

if (state == 1)

{

digitalWrite(13, HIGH);

Serial.println("Command completed LED turned ON");

}

if (state == 2)

{

digitalWrite(13, LOW);

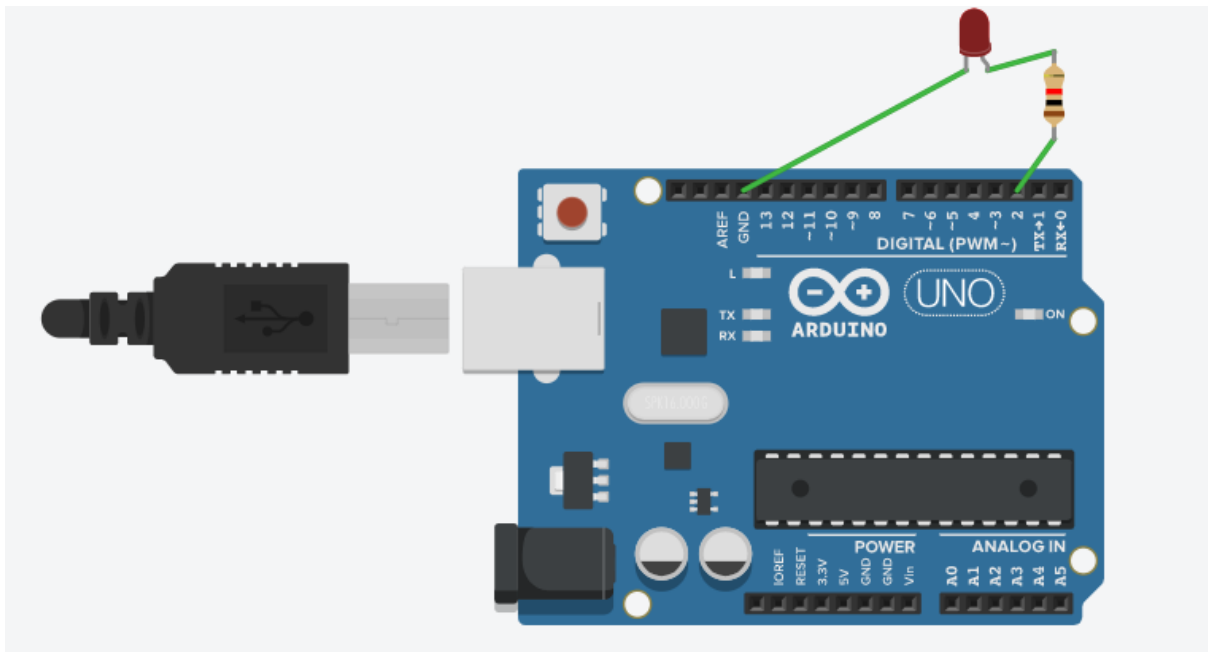
Serial.println("Command completed LED turned OFF");

}

}

}
```

## Code2

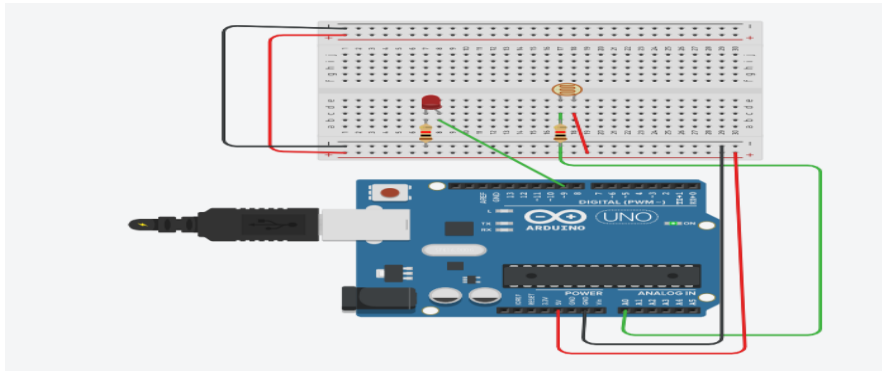


```
void setup()
{
  pinMode(2, OUTPUT);
  Serial.begin(9600);
  while (!Serial);
  Serial.println("Input 1 to Turn LED on and 2 to off");
}
```

```
void loop()
{
  if (Serial.available())
  {
    int state = Serial.parseInt();
    if (state == 1)
    {
```

```
digitalWrite(2, HIGH);  
  
Serial.println("Command completed LED turned ON");  
  
}  
  
if (state == 2)  
  
{  
  
digitalWrite(2, LOW);  
  
Serial.println("Command completed LED turned OFF");  
  
}  
  
}  
  
}
```

### Code3



```
int sensorValue = 0;

void setup()
{
  pinMode(A0, INPUT);
  Serial.begin(9600);
  pinMode(9, OUTPUT);
}

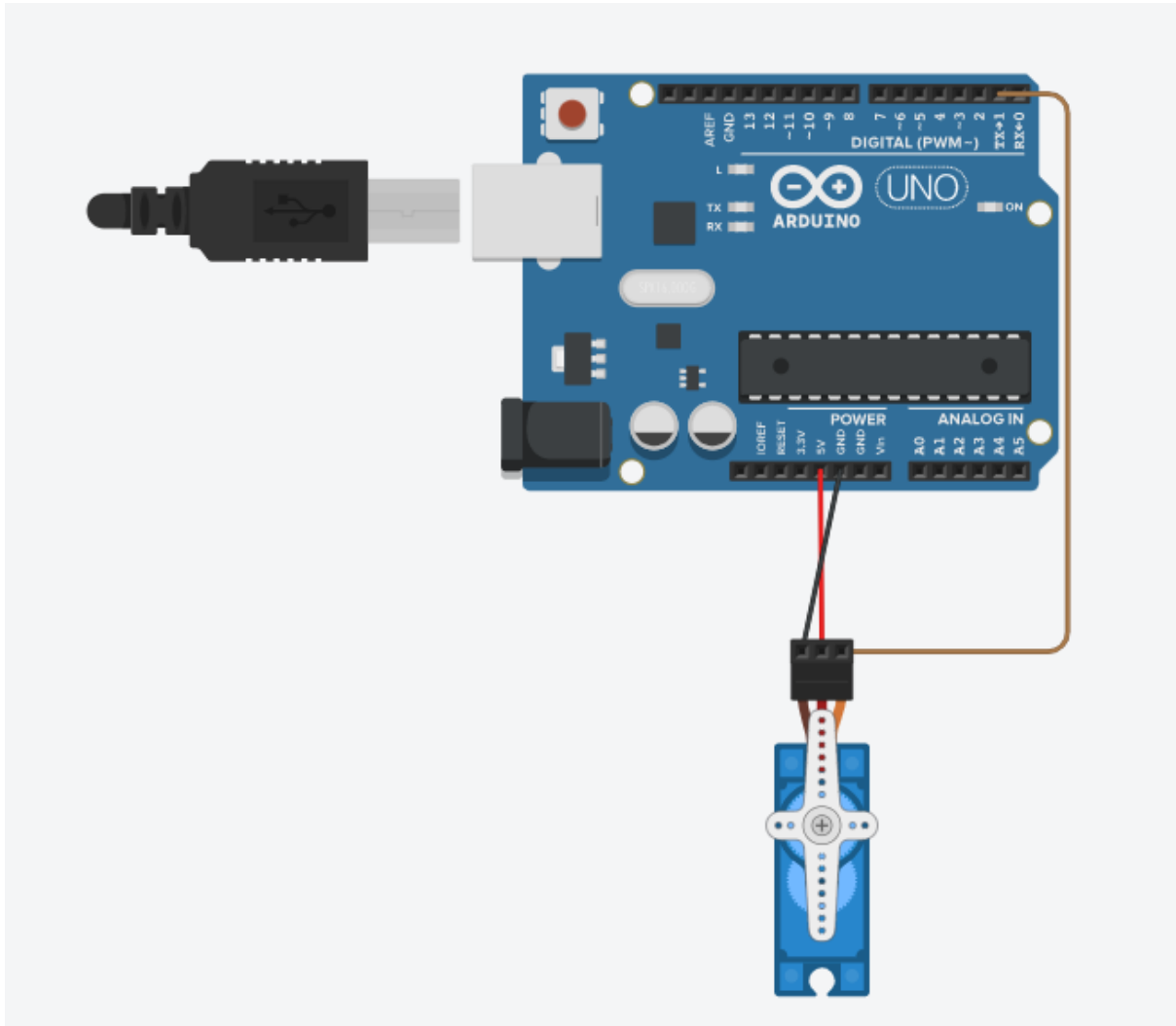
void loop()
{
  // read the value from the sensor
  sensorValue = analogRead(A0);

  // print the sensor reading so you know its range
  Serial.println(sensorValue);

  analogWrite(9, map(sensorValue, 0, 1023, 0, 255));

  delay(100); // Wait for 100 millisecond(s)
}
```

#### Code4



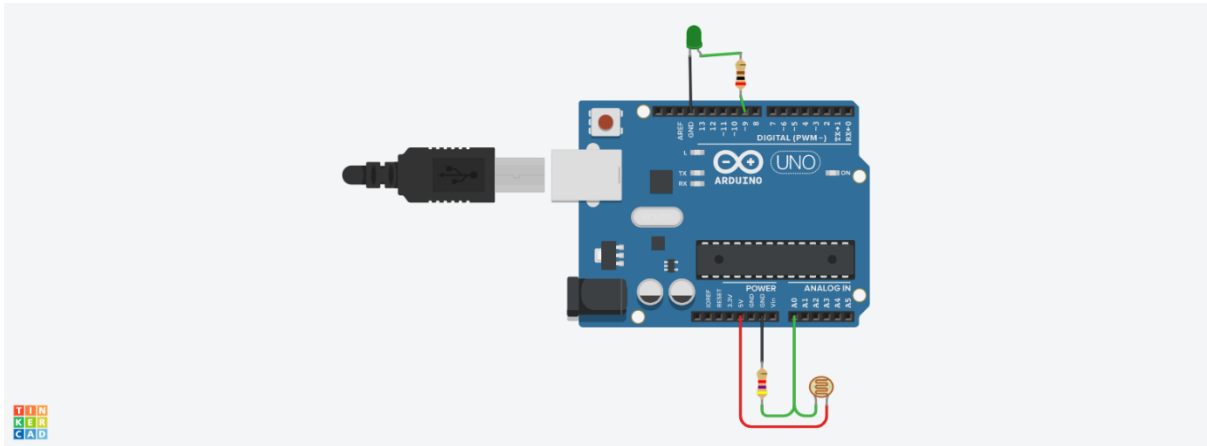
```
Servo servo_1;

void setup()
{
  servo_1.attach(1, 500, 2500);
}

void loop()
{
  servo_1.write(0);
  delay(1000); // Wait for 1000 millisecond(s)
  servo_1.write(45);
  delay(1000); // Wait for 1000 millisecond(s)
```

```
}
```

### Code5



```
void setup()
```

```
{
```

```
  pinMode(A0, INPUT);
```

```
  pinMode(9, OUTPUT);
```

```
  Serial.begin(9600);
```

```
}
```

```
void loop()
```

```
{
```

```
  int sensorReading = analogRead(A0);
```

```
  Serial.println(sensorReading);
```

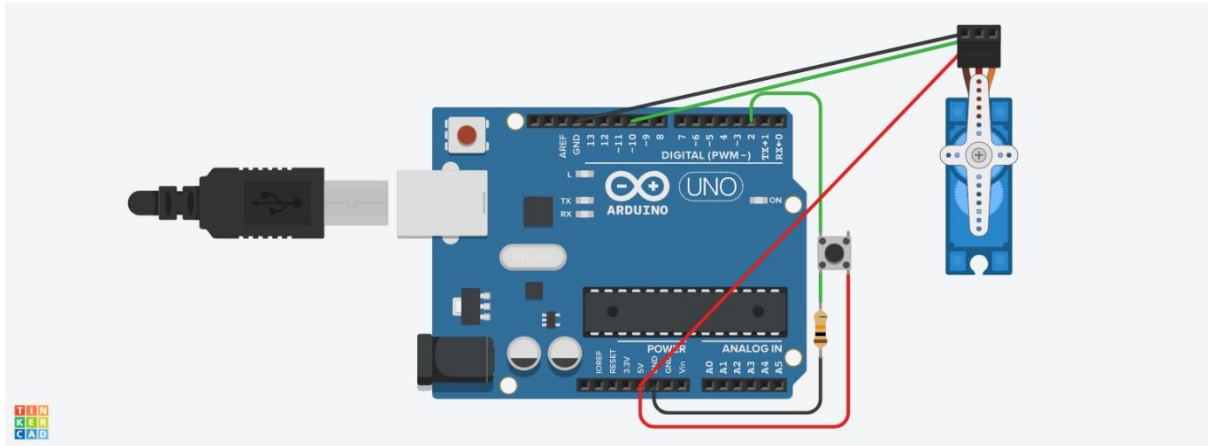
```
  int modifiedSensorReading = map(sensorReading,26,923,0,256);
```

```
  analogWrite(9,modifiedSensorReading);
```

```
  delay(10);
```

```
}
```

### Code6



```
#include<Servo.h>

int buttonState = 0;

Servo myservo;

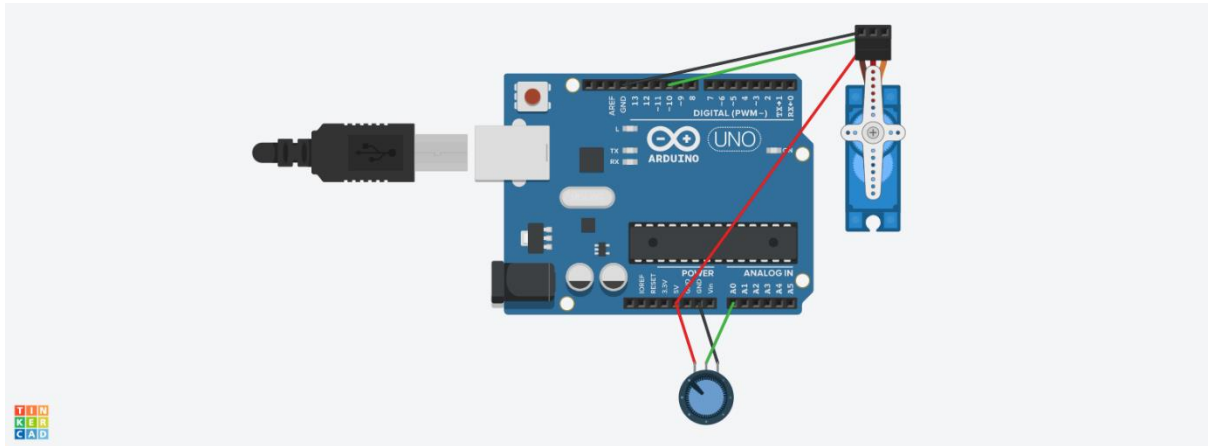
int val;

void setup()
{
  pinMode(2, INPUT);
  pinMode(13, OUTPUT);
  myservo.attach(10);
}

void loop()
{
  int buttonState = digitalRead(2);
  if (buttonState == HIGH) {
    val=180;
  } else {
    val=0;
  }
  myservo.write(val);
  delay(10);
}
```

```
}
```

### Code7



```
#include<Servo.h>
```

```
Servo myservo;
```

```
int sensorValue = 0;
```

```
void setup()
```

```
{
```

```
  pinMode(A0, INPUT);
```

```
  pinMode(13, OUTPUT);
```

```
  myservo.attach(10);
```

```
}
```

```
void loop()
```

```
{
```

```
  delay(100);
```

```
  sensorValue = analogRead(A0);
```

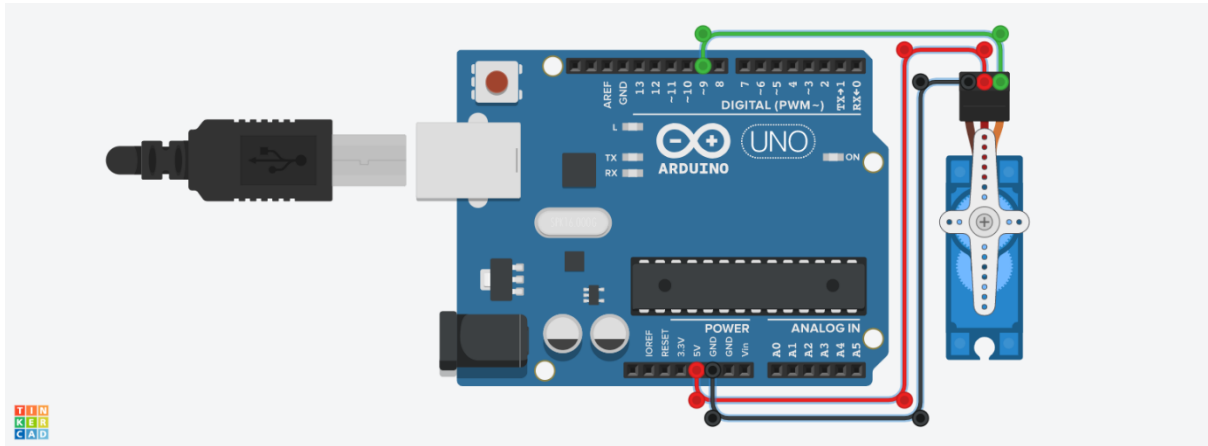
```
  myservo.write(sensorValue);
```

```
  delay(10);
```

```
}
```



### Code8



```
#include <Servo.h>

int pos = 0;

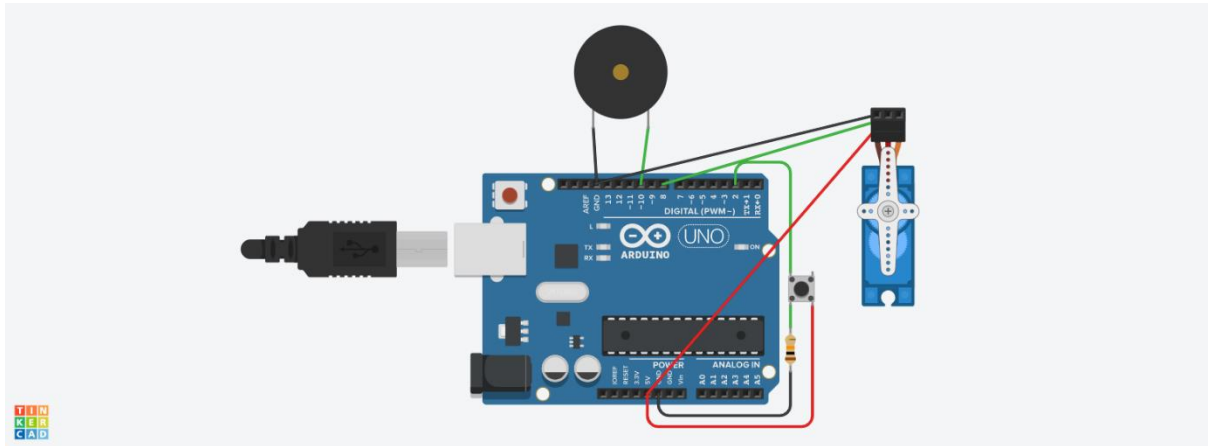
Servo servo_9;

void setup()
{
  servo_9.attach(9, 500, 2500);
}

void loop()
{
  for (pos = 0; pos <= 180; pos += 1) {
    servo_9.write(pos);
    delay(10); // Wait for 10 millisecond(s)
  }
  for (pos = 180; pos >= 0; pos -= 1) {

    servo_9.write(pos);
    delay(10); // Wait for 10 millisecond(s)
  }
}
```

### Code9



```
#include<Servo.h>

int buttonState = 0;

Servo myservo;
int val;

void setup()
{
  pinMode(2, INPUT);
  pinMode(10, OUTPUT);
  myservo.attach(8);
}

void loop()
{
  int buttonState = digitalRead(2);
  if (buttonState == HIGH) {
    tone(10,250);
    val=90;// door opening at 90 degree
    delay(10);
    noTone(10);
  }
  else {
    val=0;
  }
}
```

```

}

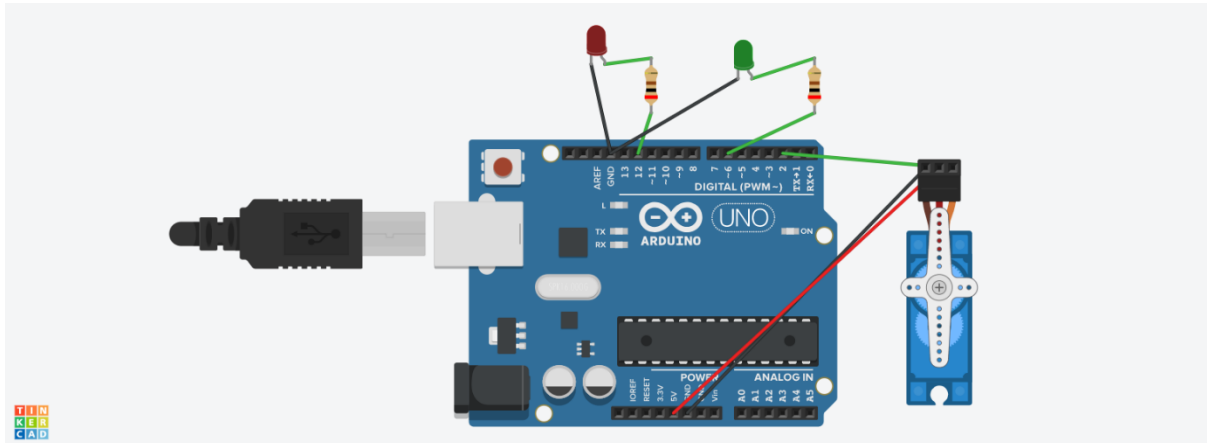
myservo.write(val);

delay(10);

}

```

### Code10



```

#include<Servo.h>

Servo myservo;

void setup()
{
    pinMode(6, OUTPUT);// green
    pinMode(12, OUTPUT);// red
    myservo.attach(2);
}

void loop()
{
    digitalWrite(12, HIGH);
    myservo.write(0);
    delay(5000);
    digitalWrite(12, LOW);
    delay(500);
    digitalWrite(6, HIGH);
    myservo.write(90);
}

```

```
delay(5000);  
digitalWrite(6, LOW);  
delay(10);  
}
```