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

Servo myServo;
int degrees = 0;
int direction = 0;

void setup() {
 // Initialize Circuit Playground
 CircuitPlayground.begin();
  // Attach servo to pin A1
 myServo.attach(A1);
  // Set initial servo position
 myServo.write(degrees);
}

void loop() {
 // Get light level from Circuit Playground's light sensor
 int lightLevel = CircuitPlayground.lightSensor();
  // Adjust servo movement logic
 if (degrees == 40) {
   direction = 0;
 }
  if (degrees == 120) {
   direction = 1;
 }
  // Move servo when light level is low
 if (lightLevel < 40 && direction == 0) {
   // Move servo clockwise
   degrees += 2;
   myServo.write(degrees);

   // Light up neopixels blue on the right side
   for (int i = 0; i < 5; i++) {
     CircuitPlayground.setPixelColor(i, 0, 0, 255);  // Blue
   }
   for (int i = 5; i < 10; i++) {
     CircuitPlayground.setPixelColor(i, 128, 0, 128);  // Purple
   }

   delay(15);  // Small delay to control servo speed
 }
```

```
 else if (lightLevel < 40 && direction == 1) {
   // Move servo counterclockwise
   degrees -= 2;
   myServo.write(degrees);

   // Light up neopixels purple on the left side
   for (int i = 0; i < 5; i++) {
     CircuitPlayground.setPixelColor(i, 128, 0, 128);  // Purple
   }
   for (int i = 5; i < 10; i++) {
     CircuitPlayground.setPixelColor(i, 0, 0, 255);  // Blue
   }

   delay(15);  // Small delay to control servo speed
 }
 else {
   // When not moving, light up yellow
   for (int i = 0; i < 10; i++) {
     CircuitPlayground.setPixelColor(i, 255, 255, 0);  // Yellow
   }
 }
}
```