```
<include <Servo.h#

Servo myservo;  // create servo object to control a servo
twelve servo objects can be created on most boards //

int pos = 0;    // variable to store the servo position

} ()void setup
myservo.attach(9);  // attaches the servo on pin 9 to the servo object
{

} ()void loop
for (pos = 0; pos <= 180; pos += 1) { // goes from 0 degrees to 180 degrees
in steps of 1 degree //
'myservo.write(pos);              // tell servo to go to position in variable 'pos
delay(15);                       // waits 15ms for the servo to reach the position
{
for (pos = 180; pos >= 0; pos -= 1) { // goes from 180 degrees to 0 degrees
'myservo.write(pos);              // tell servo to go to position in variable 'pos
delay(15);                       // waits 15ms for the servo to reach the position
{
{
```