#include <Servo.h>

Servo myservo1; // create servo object to control a servo

Servo myservo2;

Servo myservo3;

Servo myservo4; // twelve servo objects can be created on most boards

int val;

int pos = 0;

void setup() {

myservo1.attach(9);

myservo2.attach(10);

myservo3.attach(11);

myservo4.attach(12);

// intial position

myservo1.write(0);

myservo1.write(-25);

myservo1.write(90);

myservo1.write(0);

Serial.begin(9600);

}

void loop() {

if( Serial.available() )

{

val = Serial.read();

}

if( val == '1' )

{

Serial.println("servo 1 is moving");

for (pos = 0; pos <= 60; pos += 1) {

myservo1.write(pos);

delay(10);

}

for (pos = 60; pos >= 0; pos -= 1) {

myservo1.write(pos);

delay(10); }

}

else if ( val == '2' )

{

Serial.println("servo 2 is moving");

for (pos = -25; pos <= 90; pos += 1) {

myservo2.write(pos);

delay(10);

}

for (pos = 90; pos >= -25; pos -= 1) {

myservo2.write(pos);

delay(10); }

}

else if ( val == '3' )

{

Serial.println("servo 3 is moving");

for (pos = 90; pos <= 150; pos += 1) {

myservo3.write(pos);

delay(10);

}

for (pos = 150; pos >= 90; pos -= 1) {

myservo3.write(pos);

delay(10);}

}

else if ( val == '4' )

{

Serial.println("servo 4 is moving");

for (pos = 0; pos <= 180; pos += 1) {

myservo4.write(pos);

delay(10);

}

for (pos = 180; pos >= 0; pos -= 1) {

myservo4.write(pos);

delay(10); }

}

else {

Serial.println("no button is presed all servos are Stoped");

}

delay(10);

}