#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 pos = 0;

void setup() {

Serial.begin(9600);

myservo1.attach(9);

myservo2.attach(10);

myservo3.attach(11);

myservo4.attach(12);

Serial.println("------- MENU -------");

Serial.println("1. Servo 1.");

Serial.println("2. Servo 2.");

Serial.println("3. Servo 3.");

Serial.println("4. Servo 4");

Serial.println("--------------------");

}

void loop() {

char a = 0;

if (Serial.available() > 0) {

a = Serial.read();

switch (a) {

case '1':

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

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

myservo1.write(pos);

delay(10);

}

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

myservo1.write(pos);

delay(10); }

break;

case '2':

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

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

myservo2.write(pos);

delay(10);

}

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

myservo2.write(pos);

delay(10); }

break;

case '3':

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

for (pos = 0; pos <= 160; pos += 1) {

myservo3.write(pos);

delay(10);

}

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

myservo3.write(pos);

delay(10);}

break;

case '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); }

break;

}

}

}