#include <Servo.h>

Servo servo1;

Servo servo2;

Servo servoplough;

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

// twelve servo objects can be created on most boards

int pos1 = 0; // variable to store the servo position

void setup() {

servo1.attach(9); // attaches the servo on pin 9 to the servo object

servo2.attach(10);

servoplough.attach(8);

servoplough.write(0);

//delay(100);

}

void loop() {

for (pos1 = 0; pos1 <= 30; pos1 += 1) { // goes from 0 degrees to 180 degrees

// in steps of 1 degree

servo1.write(pos1);

servo2.write(pos1);// tell servo to go to position in variable 'pos'

delay(25); // waits 15ms for the servo to reach the position

}

delay(4000);

for (pos1 = 30; pos1 >= 0; pos1 -= 1) { // goes from 180 degrees to 0 degrees

servo1.write(pos1);

servo2.write(pos1);// tell servo to go to position in variable 'pos'

delay(10); // waits 15ms for the servo to reach the position

}

delay(25);

}