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/*
  Adapted From: Analog Input by David Cuartielles and Tom Igoe
  Author: Malcolm Knapp
  Project: Ultrasonic Sensor to Servo
  Date: 4/10/14
  Version: 0.1
  Description: This code shows how to use a Ultrasonic Distance Sensor to
             control the "blink" rate of a servo. ~~In this case "blink" means~~
~~             moving between two positions.~~
 */
// ---------- included libraries ------------
~~#include <Servo.h>~~
#include <NewPing.h>

// ---------- hardware pin defines  -----------
int triggerPin = 12;      // select the pin for ultrasonic trigger
int echoPin = 11;      // select the pin for echo

// ---------- variable initialization  -----------
int delayTime = 0;
//variable that holds the delay time in milliseconds
int scaling = 1;
int maxValue = 3000;    // in microseconds
int minValue = 50;      // in microseconds
int maxDistance = 200;   // in centimeters

// ---------- library initialization  -----------
~~Servo myservo;  // create servo object to control a servo a maximum of eight servo objects can be created~~
NewPing sonar(triggerPin, echoPin, maxDistance);

void setup() {
  Serial.begin(9600);
  // declare hardware connections
~~  myservo.attach(9);  // attaches the servo on pin 9 to the servo object~~
}

void loop() {
  // Input
  delay(50);  // Wait 50ms between pings (about 20 pings/sec). 29ms should be the shortest delay between pings.
  uS = sonar.ping(); // Send ping, get ping time in microseconds (uS).
  distance = uS / US_ROUNDTRIP_CM;  // convert time to distance
  // Debugging
  Serial.print("Sensor value: "); Serial.println(uS);

  // Processing
  //Scaling
  delayTime = map (uS, minValue, maxValue, 0, 1023);
  Serial.print ("Delay in milliseconds: "); Serial.println (delayTime);
  // Modes
  // None - put new modes here

  // Output
  myservo.write(155);
  delay(delayTime);
  myservo.write(30);
  delay(delayTime);
}
```

```
/*
  Adapted From: Analog Input by David Cuartielles and Tom Igoe
  Author: Malcolm Knapp
  Project: Ultrasonic Sensor to Computer
  Date: 4/10/14
  Version: 0.1
  Description: This code shows how to use a Ultrasonic Distance Sensor to control
             the blink rate of a computer screen.
 */
// ---------- included libraries ------------
#include <NewPing.h>

// ---------- hardware pin defines  -----------
int triggerPin = 12;      // select the pin ultrasonic trigger
int echoPin = 11;      // select pint

// ---------- variable initialization  -----------
int delayTime = 0;     //variable that holds the delay time in milliseconds
int scaling = 1;
unsigned int uS = 0;      // holds the time it took for the pulse to be received
unsigned int distance = 0; // holds the distance in centimeters
int maxValue = 3000;    // in microseconds
int minValue = 50;      // in microseconds
int maxDistance = 200;
char Terminator = 13;

// ---------- library initialization  -----------
NewPing sonar(triggerPin, echoPin, maxDistance);

void setup() {
  Serial.begin(9600);
  // declare hardware connections
}


void loop() {
  // Input
  delay(50);  // Wait 50ms between pings (about 20 pings/sec). 29ms should be the shortest delay between pings.
  uS = sonar.ping(); // Send ping, get ping time in microseconds (uS).
  distance = uS / US_ROUNDTRIP_CM;  // convert time to distance
  // Debugging
  Serial.print("Sensor value: "); Serial.println(uS);

  // Processing
  //Scaling
  delayTime = map (uS, minValue, maxValue, 0, 1023);
  Serial.print ("Delay in milliseconds: "); Serial.println (delayTime);
  // Modes
  // None - put new modes here

  // Output
  Serial.print("ON"); Serial.println(Terminator, DEC);
  delay(delayTime);
  Serial.print("OFF"); Serial.println(Terminator, DEC);
  delay(delayTime);
}
```