

```
#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 = 20; pos <= 150; pos += 1) { // goes from 20 degrees to 150 degrees
    // in steps of 1 degree
    myservo.write(pos); // tell servo to go to position in variable 'pos'
    delay(15); // waits 15 ms for the servo to reach the position
  }
  for (pos = 150; pos >= 20; pos -= 1) { // goes from 150 degrees to 20 degrees
    myservo.write(pos); // tell servo to go to position in variable 'pos'
    delay(15); // waits 15 ms for the servo to reach the position
  }
}
```