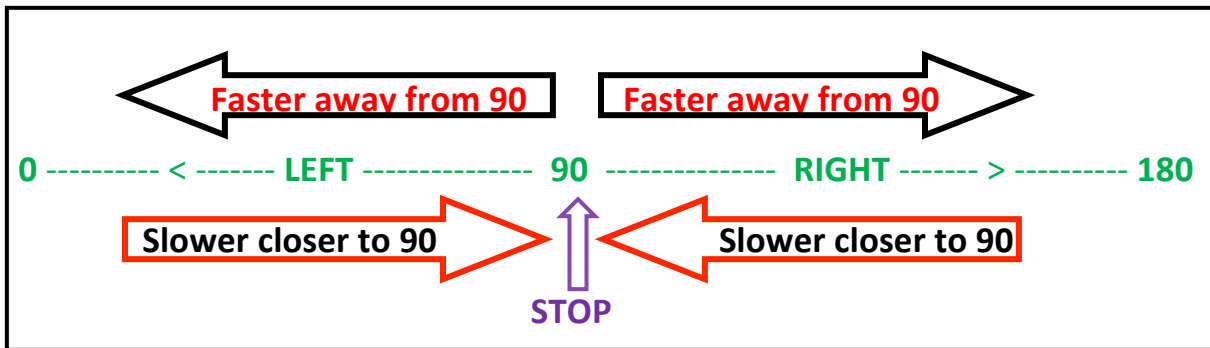




- Use the values **0 – 180** in “myservo.write();”
- The value tells us the Speed and direction of the servo



- **Example: I want a flower to spin slowly to the right**
 - Step 1: Which side of the 90 mark would make it spin to the right?
 - I would want to pick a number greater than 90
 - Step 2: Where on the number line would make it go slowly?
 - A number close to 90; let's choose 100!
 - Step 3: Look at example code below to see what it should look like

Example Code:

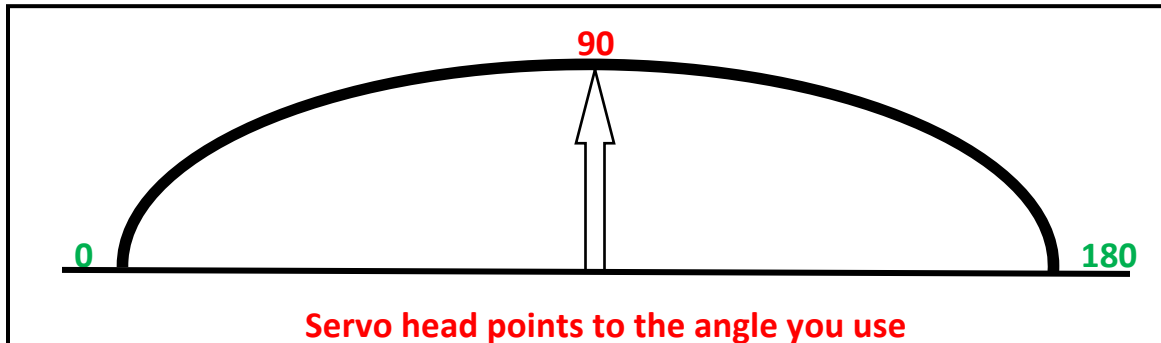
```
#include <Servo.h>
Servo myservo;

void setup() {
  myservo.attach(9);
}

void loop() {
  myservo.write(100);
}
```



- Use the values **0 – 180** in “myservo.write();”
- The value tells the Angle Position of the Servo



- **Example: I want a stick to move back and forth to hit a ball**
 - Step 1: Decide how much you want it to move
 - Choose 2 numbers that are far apart for a wider swing
 - Choose 2 numbers that are close together for a smaller swing
 - You may need to test it to get the right numbers
 - Step 2: Look at example code below

Example code:

```
#include <Servo.h>
Servo myservo;

void setup() {
  myservo.attach(9);
}

void loop() {
  myservo.write(0);
  delay(2000);
  myservo.write(180);
  delay(2000);
}
```