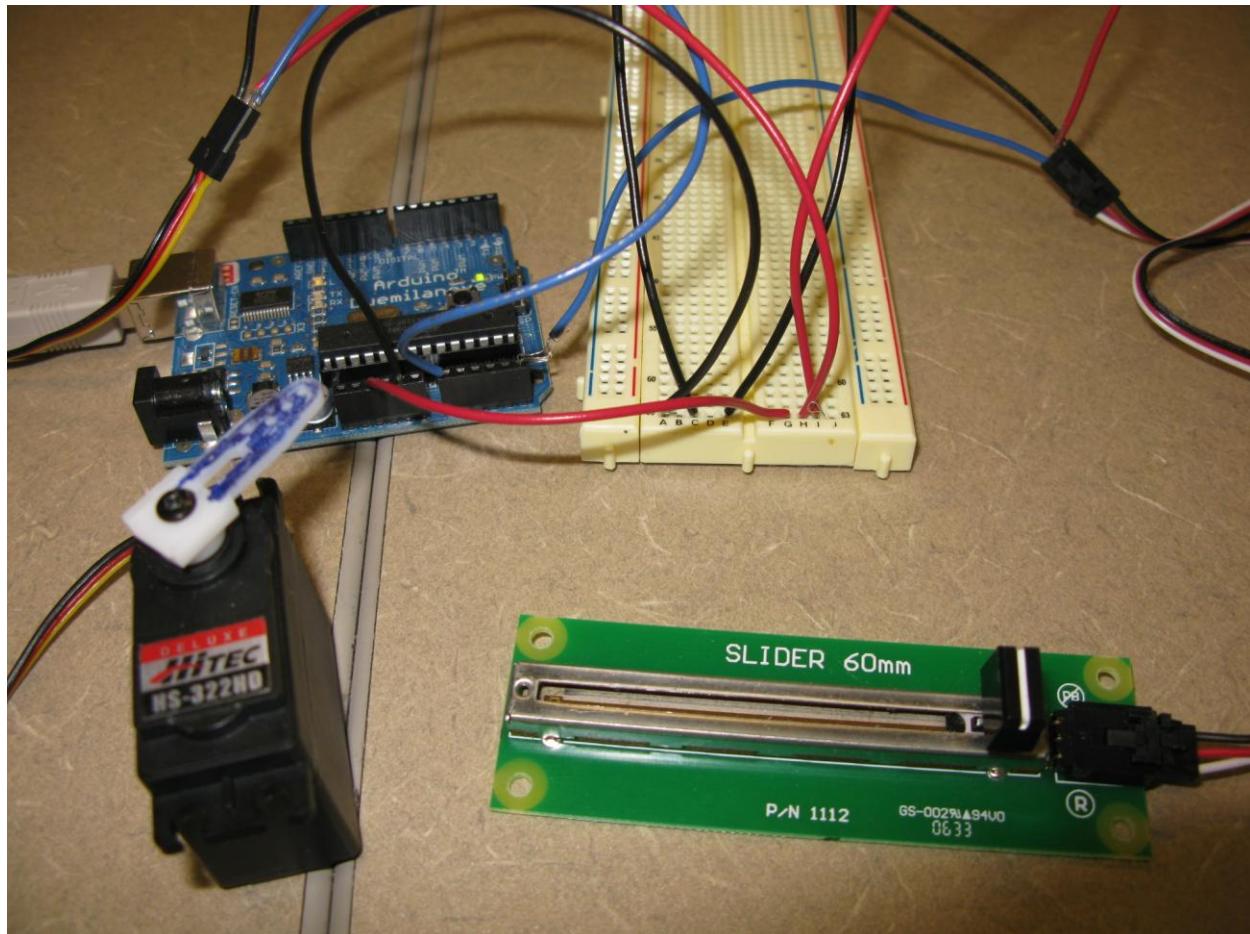


```
// Richard Fung
//
// use a Duemilanove board
// attach a servo motor to analog in 0
// attach a slider bar to analog in 5
```



```

// Richard Fung
//
// use a Duemilanove board
// attach a servo motor to analog in 0
// attach a slider bar to analog in 5

#include <Servo.h>

Servo servol;
int pos;
boolean isForward;
int spd;
boolean blinker;

void setup()
{
    pinMode(0,OUTPUT);
    pinMode(13,OUTPUT);
    servol.attach(14); // analog pin 0

    pos = 0;
    isForward = true;

    spd = 15;
    blinker = false;
}

void loop()
{
    blinker = !blinker;
    digitalWrite(13, blinker ? 1 : 0);

    if (isForward)
    {
        pos = pos + 1;
        if (pos > 179)
        {
            isForward = false;
        }
    }
    else
    {
        pos = pos - 1;
        if (pos < 0)
        {
            isForward = true;
        }
    }

    if (pos > 179)
        pos = 179;

    if (pos < 0)
        pos = 0;

    servol.write(pos);

    int v = analogRead(5);
    spd = map(v,0,1023,15,45);

    delay(spd);
}

```