

```

#include <Servo.h>
Servo _____;

void setup(){
  monServo.attach ( _____);
}

void loop(){
  monServo.write(_____);
  delay(_____);
  monServo.write(_____);
  delay(_____);
  monServo.write(_____);
  delay(_____);
}

```

```

#include <Servo.h>
Servo monServo;
int angle = 0;
int angle_initial = 10;
int angle_final = 170;
int increment = 10;

void setup() {
  monServo.attach(3);
}

void loop() {
  for(angle=angle_initial ;angle<=angle_final; angle+=increment){
    monServo.write(angle);
    delay(500);
  }
}

```

```

#include <Servo.h>
Servo _____;
int angle=10;

void setup() {
  monServo.attach(_____);
  pinMode(A0, INPUT);
}

void loop() {
  angle=map(analogRead(A0), 0, _____, 0, _____);
  monServo.write(_____);
  delay(500);
}

```