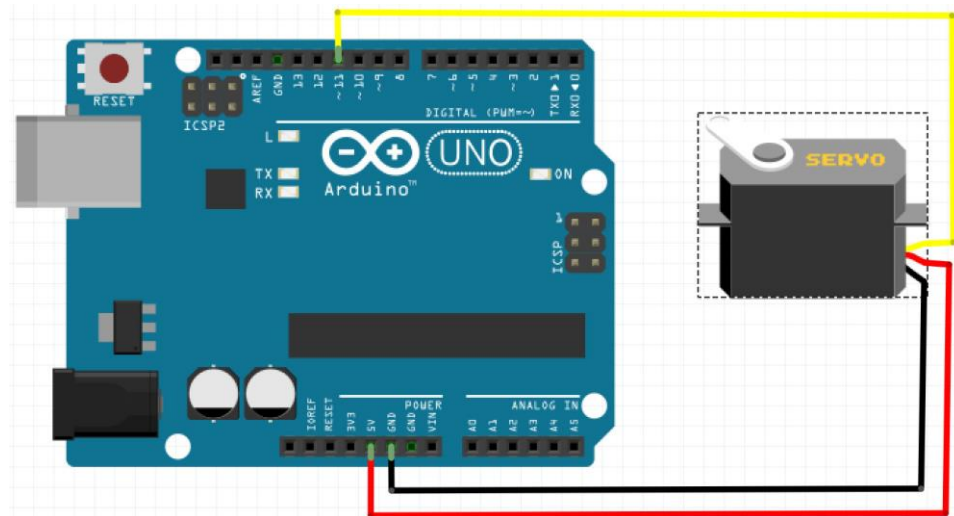


Station 6: Servo

Material: Servo

Aufbau:



Programm

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

void setup()
{
  servo.attach(11);
}

void loop()
{
  servo.write(0);
  delay(1000);
  servo.write(180);
  delay(1000);
}
```

Aufgabe

Verändere den angegebenen Winkel.