# Arduino-projekt 005 – Controlling a servo motor

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Controlling the position of a **servo** is very similar to controlling the intensity of a **LED**.The circuit is therefore very similar to the one used in **project 004**. Just like in that project the total resistance of the **potentiometer** is not important as long as it is somewhere between 1 KΩ and 100 KΩ.

The circuit

For this project you need to build the following circuit.
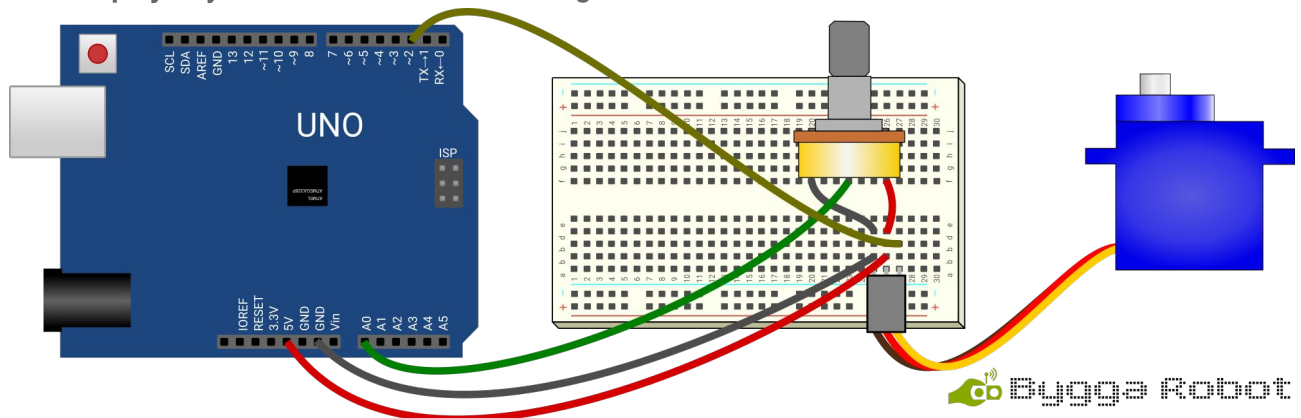
Description

A **servo** expects a pulse-width-modulated (PWM) signal just like the one we used to contorl the **LED** in **project 002** och **004**, but the **servo** has a little higher requirements and to solve this there are ready-made code available so we don't have to do this ourselves every time we want to control a **servo**. The first thing we do in our code is to **include this ready-made code** and then create an object representing the **servo**. An object in programming context is basically a variable that has different functions connected to it for doing various operations on the data that the variable contains. In this example we use the function **attach()**to tell the object which output the **servot** is connected to and `write()` to set the position of the **servo**. The position is given as an angle between 0 and 180 degrees. This means that we need to scale the value read from the pot