# Servo

## Description

A servo is best described as a motor that moves to a specific location that you set.

## How to code?

**Step 1:** Add the servo library to your global area
**Step 2:** Create your servo object(s) to your global area
**Step 3:** Attach your servo(s) to your void setup function
**Step 4:** Tell your servo(s) what position to go to

```
1  #include <Servo.h> // adds the servo libary to your code so you can use the servos
4
2  Servo MyServoName;   // create servo object to control a servo
8
3  void setup() {
     MyServoName.attach(9);   // attaches the servo on pin 9 to the servo object
12 }
13
4  void loop() {
17     myservo.write(50);    // tells servo to go to 50deg position
18 }
19
```