

ДОДАТОК А'

Лістинг коду програми

```
include <Servo.h>
Servo servo1;
Servo servo2;
Servo servo3;
Servo servo4;
int pin0 = A0;
int pin1 = A1;
int pin2 = A2;
int pin3 = A3;
int angle1;
int angle2;
int angle3;
int angle4;
int value1;
int value2;
int value3;
int value4;
// Setup of limit values
long int forservo1 = 20000;
long int forservo2 = 20000;
long int forservo3 = 20000;
long int forservo4 = 20000;
void setup()
{
    pinMode(3, INPUT);
```

```
pinMode(4, OUTPUT);
servo1.attach(5);
servo2.attach(6);
servo3.attach(9);
servo4.attach(10);
}
void loop()
{
  value1 = analogRead(pin0);
  value2 = analogRead(pin1);
  value3 = analogRead(pin2);
  value4 = analogRead(pin3);
  value1 = map(value1, 0, 1023, 1, 29);
  value2 = map(value2, 0, 1023, 1, 29);
  value3 = map(value3, 0, 1023, 1, 29);
  value4 = map(value4, 0, 1023, 1, 29);
  if(value1 <= 17 && value1 >= 13)
    value1 = 15 ;
  if(value2 <= 17 && value2 >= 13)
    value2 = 15;
  if(value3 <= 17 && value3 >= 13)
    value3 = 15;
  if(value4 <= 17 && value4 >= 13)
    value4 = 15;
  forservo1 = forservo1 + (value1 - 15);
  forservo2 = forservo2 + (value2 - 15);
  forservo3 = forservo3 + (value3 - 15);
  forservo4 = forservo4 + (value4 - 15);
  if(forservo1 < 1)
    forservo1 = 1;
```

```
if(forservo1 > 20000)
    forservo1 = 20000;
if(forservo2 < 1)
    forservo2 = 1;
if(forservo2 > 20000)
    forservo2 = 20000;
if(forservo3 < 1)
    forservo3 = 1;
if(forservo3 > 20000)
    forservo3 = 20000;
if(forservo4 < 1)
    forservo4 = 1;
if(forservo4 > 20000)
    forservo4 = 20000;
angle1 = map(forservo1, 1, 20000, 10, 180);
angle2 = map(forservo2, 1, 20000, 10, 180);
angle3 = map(forservo3, 1, 20000, 10, 180);
angle4 = map(forservo4, 1, 20000, 10, 180);
servo1.write(angle1);
servo2.write(angle2);
servo3.write(angle3);
servo4.write(angle4);
while (digitalRead(3) == HIGH) {
digitalWrite(4, HIGH);
}
}
```

ДОДАТОК Б

Демонстраційний матеріал

