Receiving Arduino Code

```
#include <Servo.h>
Servo myservo;  // create servo object to control a servo
                // twelve servo objects can be created on most boards

int pos = 0;    // variable to store the servo position

int incomingByte;      // a variable to read incoming serial data into

void setup() {
  // initialize serial communication:
  Serial.begin(9600);
}

void loop() {
  // see if there's incoming serial data:
  if (Serial.available() > 0) {
    // read the oldest byte in the serial buffer:
    incomingByte = Serial.read();
    //Serial.println(incomingByte);

    if (incomingByte == 'U') {
      myservo.attach(9);
  for(pos = 0; pos < 115; pos += 1) // goes from 0 degrees to 180 degrees
  {                                 // in steps of 1 degree
    myservo.write(pos);             // tell servo to go to position in variable 'pos'

  }
    }
    if (incomingByte == 'L') {
      myservo.attach(9);
 for(pos = 115; pos>=0; pos-=1)  // goes from 0 degrees to 180 degrees
  {                                 // in steps of 1 degree
    myservo.write(pos);             // tell servo to go to position in variable 'pos'

  }
    }


//delay(2000);
  }
}
```

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  {                                 // in steps of 1 degree
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//delay(2000);
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