Source Code:USED ARDUINO UNO AND MOTOR SHIELD

```
#include <PS2X_lib.h>

PS2X ps2x;
int right_motor_direction = 12;
int right_motor_speed= 3;
int left_motor_direction = 13;
int left_motor_speed = 11;

void setup() {

  pinMode(right_motor_direction, OUTPUT);
  pinMode(left_motor_direction, OUTPUT);


  ps2x.config_gamepad(7,5,4,6, false, false);

}


void loop() {

  ps2x.read_gamepad(false, 0);          //read controller and set large motor to spin at 'vibrate' speed

  if(ps2x.Analog(PSS_RY) < 128) {
    digitalWrite(right_motor_direction,HIGH);
    analogWrite(right_motor_speed, map(ps2x.Analog(PSS_RY), 128, 0, 0, 255));
  }
  else if(ps2x.Analog(PSS_RY) > 128) {
    digitalWrite(right_motor_direction,LOW);
    analogWrite(right_motor_speed, map(ps2x.Analog(PSS_RY), 128, 255, 0, 255));
  }
  else {
    analogWrite(right_motor_speed, 0);
  }

  if(ps2x.Analog(PSS_LY) < 128) {
    digitalWrite(left_motor_direction,HIGH);
    analogWrite(left_motor_speed, map(ps2x.Analog(PSS_LY), 128, 0, 0, 255));
  }
  else if(ps2x.Analog(PSS_LY) > 128) {
    digitalWrite(left_motor_direction,LOW);
    analogWrite(left_motor_speed, map(ps2x.Analog(PSS_LY), 128, 255, 0, 255));
  }
  else{
    analogWrite(left_motor_speed, 0);
  }

  delay(50);
}
```