// u can interchange any servo as the servo movements are random all parameters are preset for working as shown, you can customize as per your taste

#include <Servo.h>

volatile long A;

float checkdistance\_11\_10() {

digitalWrite(11, LOW);

delayMicroseconds(2);

digitalWrite(11, HIGH);

delayMicroseconds(10);

digitalWrite(11, LOW);

float distance = pulseIn(10, HIGH) / 58.00;

delay(10);

return distance;

}

Servo servo\_3;

Servo servo\_6;

Servo servo\_9;

void setup()

{

A = 0;

pinMode(11, OUTPUT);

pinMode(10, INPUT);

pinMode(12, OUTPUT);

servo\_3.attach(3); /d3 pin of uno

servo\_6.attach(6); d6 pin

servo\_9.attach(9); d9 pin

}

void loop()

{

if (checkdistance\_11\_10() < 20) {

A = random(0, 4);

switch (A) {

case 1:

tone(12,131);

delay(100);

noTone(12);

servo\_3.write(179);

delay(1000);

servo\_3.write(90);

delay(500);

break;

case 2:

tone(12,131);

delay(100);

noTone(12);

servo\_6.write(179);

delay(1000);

servo\_6.write(90);

delay(500);

break;

case 3:

tone(12,131);

delay(100);

noTone(12);

servo\_9.write(179);

delay(1000);

servo\_9.write(90);

delay(500);

break;

}

}

}