#include <Servo.h>

const int Y\_pin = A0; // analog pin connected to Joystick Y output

Servo myservo;

int val;

void setup() {

myservo.attach(7);

}

void loop() {

val = analogRead(Y\_pin);

val = map(val, 0, 1023, 0, 180); // change in steps can be made here

myservo.write(val);

delay(15);

}