#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);

}