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// Import the Servo library
#include <Servo.h>

// Create a servo object
Servo myservo;

// Define the pin that the servo is connected to
const int servoPin = 10;

// Define the joystick pin
const int joystickXPin = A0;
const int joystickYPin = A1;

// The value of the joystick
int joystickXValue;
int joystickYValue;

// The position of the servo
int servoPosition;

// Setup the Arduino
void setup() {
  // Attach the servo to the pin
  myservo.attach(servoPin);

  // Set the servo to its default position
  myservo.write(90);
}

// Loop forever
void loop() {
  // Read the value of the joystick
  joystickXValue = analogRead(joystickXPin);
  joystickYValue = analogRead(joystickYPin);

  // Map the joystick values to servo motor position
  servoPosition = map(joystickXValue, 0, 1023, 75, 105);

  // Write the servo to its new position
  myservo.write(servoPosition);

  // Delay for a short amount of time
  delay(10);
}
```