```
WIFLY
#include "WiFly.h" // Per configurare la comunicazione SpiSerial co WiFly.
#include <Servo.h>
char Buffer[1024];
Servo myservo;  // create servo object to control a servo
Servo servo;

void setup() {

  Serial.begin(9600);
  myservo.attach(6);  // attaches the servo on pin 9 to the servo object
  SpiSerial.begin();
  servo.attach(7);  // attaches the servo on pin 9 to the servo object

   pinMode (5, OUTPUT);
  pinMode(2,OUTPUT);
  pinMode(4,OUTPUT);
  pinMode(3,OUTPUT);
}

int dim = 0;
int dim_pin = 0;

void loop() {

  bool send_ = false;


  int Size = 0;

   while (SpiSerial.available() > 0) {
      Buffer[Size] = SpiSerial.read();
      Size++;

 Buffer[Size] = '\0';


    }

    Serial.println(Buffer);
      for (int i = 0; i <  Size; i++){


        int j;
        j=Buffer[i];
        servo.write(j);

   switch(Buffer[i]){
   case '2':
  digitalWrite(2,HIGH);
```

```
    break;
    case'3':
    digitalWrite(2,LOW);
    break;
    case'4':
    digitalWrite(3,HIGH);
    break;
    case '5':
      digitalWrite(3,LOW);
     break;
      case'6':
    digitalWrite(4,HIGH);
    break;
    case '7':
      digitalWrite(4,LOW);
     break;
      case'8':
    digitalWrite(5,HIGH);
    break;
    case '9':
      digitalWrite(5,LOW);

     break;
     /*
     case'10':
     myservo.write(180);
     break;
      case'11':
     myservo.write(0);
     */
     break;

    }

        }


delay(100);


    }
```