```
float lectura0, lectura1, lectura2, lectura3, lectura4, lectura5,
lectura6, lectura7; // Definition of each of the variables that will be
used to read each pin used
float volt0, volt1, volt2, volt3, volt4, volt5, volt6,
volt7;
                                // Definition of the variables used to
determine the voltatge that goes through each of the cables
float lim =
1;
// Definition of the voltatge limit that each connexion has to pass in
order to make the action we want
float j0_angle =
0;
                                                                      //
Definition and initiallization of the variable that will regulate the
angle made by the J0 part of the arm
float j1_angle =
0;
                                                                      //
Definition and initiallization of the variable that will regulate the
angle made by the J1 part of the arm
float j2 angle =
0;
                                                                      //
Definition and initiallization of the variable that will regulate the
angle made by the J2 part of the arm
float j3 angle =
0;
                                                                      //
Definition and initiallization of the variable that will regulate the
angle made by the J3 part of the arm
float j4_angle =
0;
                                                                      //
Definition and initiallization of the variable that will regulate the
angle made by the J4 part of the arm
// Define angle limits
float minrot0 = -360, maxrot0 = 360; //J0 part angle limits
float minrot1 = 30, maxrot1 = 90;
                                     //J1 part angle limits
float minrot2 = -120, maxrot2 = -60; //J2 part angle limits
float minrot3 = -360, maxrot3 = 360; //J3 part angle limits
float minrot4 = -60, maxrot4 = 60; //J4 part angle limits
void setup() {
                        // definition of pin A0 as an input
  pinMode(A0, INPUT);
  pinMode(A1, INPUT); // definition of pin A1 as an input
  pinMode(A2, INPUT);
                       // definition of pin A2 as an input
  pinMode(A3, INPUT); // definition of pin A3 as an input
 pinMode(A4, INPUT); // definition of pin A4 as an input
  pinMode(A5, INPUT); // definition of pin A5 as an input
  Serial.begin(115200); // we use this to set the data rate in bits per
second, for serial data transmission
}
void loop() {
```

lectura0 = analogRead(A0); //we set the variable for the first lecture in pin A0

volt0 = lectura0 / 1023 * 5.0; //we set the volt recieved by the first finger as the division of the lecture of the first pin by a translation of the voltatge up to 5V because that is what our board supports

lectura3 = analogRead(A3); //we set the variable for the second lecture in pin A1

volt3 = lectura3 / 1023 * 5.0; //we set the volt recieved by the second finger as the division of the lecture of the second pin by a translation of the voltatge up to 5V because that is what our board supports

lectura1 = analogRead(A1); //we set the variable for the third lecture in pin A2

volt1 = lectura1 / 1023 * 5.0; //we set the volt recieved by the third finger as the division of the lecture of the third pin by a translation of the voltatge up to 5V because that is what our board supports

lectura4 = analogRead(A4); //we set the variable for the fourth
lecture in pin A3

volt4 = lectura4 / 1023 * 5.0; //we set the volt recieved by the fourth finger as the division of the lecture of the fourth pin by a translation of the voltatge up to 5V because that is what our board supports

lectura2 = analogRead(A2); //we set the variable for the fifth
lecture in pin A4

volt2 = lectura2 / 1023 * 5.0; //we set the volt recieved by the fifth
finger as the division of the lecture of the fifth pin by a translation
of the voltatge up to 5V because that is what our board supports

lectura5 = analogRead(A5); //we set the variable for the sixth
lecture in pin A5

volt5 = lectura5 / 1023 * 5.0; //we set the volt recieved by the sixth finger as the division of the lecture of the sixth pin by a translation of the voltatge up to 5V because that is what our board supports

if (volt0 >= lim && volt1 < lim && volt2 < lim) { //when the voltatge
received by the first connection is higher than the limit, and the other
two in that hand are lower than it,</pre>

j0_angle += 5; //turn the first
part 90 degrees
Serial.println("J0_" + String(j0_angle, 3)); //print J0_, for
processing to understand this order, and turn the correct part the

degrees we have set above

Serial.flush();
delay(1000);

// send everything
// wait for messages

to be sent

```
if (volt3 >= lim && volt4 < lim && volt5 < lim) { //when the voltatge</pre>
received by the fourth connection is higher than the limit, and the other
two in that hand are lower than it,
    j0 angle -= 5;
                                                    //turn the first part
minus 90 degrees
    Serial.println("J0_" + String(j0_angle, 3));
                                                     //print J0_, for
processing to understand this order, and turn the correct part the
degrees we have set above
    Serial.flush();
                                                     // send everything
    delay(1000);
                                                      // wait for messages
to be sent
  }
  if (volt1 >= lim && volt0 < lim && volt2 < lim) { //when the voltatge</pre>
received by the second connection is higher than the limit, and the other
two in that hand are lower than it,
    j1_angle += 5;
                                                     //turn the second
part 60 degrees
    Serial.println("J1_" + String(j1_angle, 3));
                                                     //print J1_, for
processing to understand this order, and turn the correct part the
degrees we have set above
    Serial.flush();
                                                     // send everything
   delay(1000);
                                                     // wait for messages
to be sent
 }
  if (volt4 >= lim && volt3 < lim && volt5 < lim) { //when the voltatge
received by the fifth connection is higher than the limit, and the other
two in that hand are lower than it,
    j1_angle -= 5;
                                                    //turn the second
part minus 60 degrees
    Serial.println("J1_" + String(j1_angle, 3));
                                                    //print J1 , for
processing to understand this order, and turn the correct part the
degrees we have set above
    Serial.flush();
                                                     // send everything
    delay(1000);
                                                     // wait for messages
to be sent
  }
  if (volt2 >= lim && volt1 < lim && volt0 < lim) { //when the voltatge
received by the third connection is higher than the limit, and the other
```

}

```
Serial.println("J2_" + String(j2_angle, 3)); //print J2_, for
processing to understand this order, and turn the correct part the
degrees we have set above
    Serial.flush();
                                                     // send everything
    delay(1000);
                                                     // wait for messages
to be sent
 }
  if (volt5 >= lim && volt3 < lim && volt4 < lim) { //when the voltatge
received by the sixth connection is higher than the limit, and the other
two in that hand are lower than it,
    j2 angle -= 5;
                                                    //turn the third part
minus 30 degrees
    Serial.println("J2_" + String(j2_angle, 3)); //print J2_, for
processing to understand this order, and turn the correct part the
degrees we have set above
   Serial.flush();
                                                     // send everything
   delay(1000);
                                                     // wait for messages
to be sent
 }
  if (volt0 >= lim && volt1 >= lim) {
                                                //when the voltatge
received by the first and second connections at the same time is higher
than the limit,
    j3_angle += 5;
                                                 //turn the fourth part
75 degrees
    Serial.println("J3_" + String(j3_angle, 3)); //print J3_, for
processing to understand this order, and turn the correct part the
degrees we have set above
                                                  // send everything
    Serial.flush();
    delay(1000);
                                                  // wait for messages to
be sent
 }
  if (volt3 >= lim && volt4 >= lim) { //when the voltatge
received by the fourth and fifth connections at the same time is higher
than the limit,
    j3_angle -= 5;
                                                 //turn the fourth part
minus 75 degrees
    Serial.println("J3_" + String(j3_angle, 3)); //print J3_, for
processing to understand this order, and turn the correct part the
degrees we have set above
                                                  // send everything
    Serial.flush();
                                                  // wait for messages to
   delay(1000);
be sent
  }
```

```
if (volt1 >= lim && volt2 >= lim) { //when the voltatge
received by the second and third connections at the same time is higher
than the limit,
   j4_angle += 5;
                                                 //turn the fifth part
45 degrees
   Serial.println("J4_" + String(j4_angle, 3)); //print J4_, for
processing to understand this order, and turn the correct part the
degrees we have set above
   Serial.flush();
                                                 // send everything
   delay(1000);
                                                 // wait for messages to
be sent
 }
                                       //when the voltatge
  if (volt4 >= lim && volt5 >= lim) {
received by the fifth and sixth connections at the same time is higher
than the limit,
   j4_angle -= 5;
                                                //turn the fifth part
minus 45 degrees
   Serial.println("J4_" + String(j4_angle, 3)); //print J4_, for
processing to understand this order, and turn the correct part the
degrees we have set above
   Serial.flush();
                                                 // send everything
   delay(1000);
                                                 // wait for messages to
be sent
 }
}
```