

```
#include <AccelStepper.h>
```

```
// Connections:
```

```
// Stepper 1
```

```
// IN1 to pin 8
```

```
// IN2 to pin 9
```

```
// IN3 to pin 10
```

```
// IN4 to pin 11
```

```
// Stepper 2
```

```
// IN1 to pin 3
```

```
// IN2 to pin 4
```

```
// IN3 to pin 5
```

```
// IN4 to pin 6
```

```
// Define the AccelStepper interface type; 4 wire motor in half step mode:
```

```
#define MotorInterfaceType 8
```

```
// Initialize with pin sequence IN1-IN3-IN2-IN4 for using the AccelStepper  
library with 28BYJ-48 stepper motor:
```

```
AccelStepper stepper = AccelStepper(MotorInterfaceType, 8, 10, 9, 11);
```

```
AccelStepper stepper2 = AccelStepper(MotorInterfaceType, 3, 5, 4, 6);
```

```
void setup() {
```

```
    // Set the maximum steps per second:
```

```
    stepper.setMaxSpeed(1000);
```

```
    stepper2.setMaxSpeed(750);
```

```
}
```

```
void loop() {
```

```
    // Set the speed of the motor in steps per second:
```

```
    stepper.setSpeed(500);
```

```
    stepper2.setSpeed(250);
```

```
    // Step the motor with constant speed as set by setSpeed():
```

```
    stepper.runSpeed();
```

```
    stepper2.runSpeed();
```

```
}
```