```python
import time
from adafruit_crickit import crickit

ss = crickit.seesaw

# Joystick X-axis is connected to SIGNAL1
X_AXIS = crickit.SIGNAL1
ss.pin_mode(X_AXIS, ss.INPUT)

# Start servo at center position
servo_angle = 90
crickit.servo_1.angle = servo_angle

print("Joystick → Servo (X-axis only)")

while True:

    # Read joystick X value (0 - 1023 approx)
    x = ss.analog_read(X_AXIS)
    print("X:", x)

    # If joystick pushed left
    if x < 200:
        servo_angle -= 5

    # If joystick pushed right
    if x > 900:
        servo_angle += 5

    # Keep servo angle within safe limits
    servo_angle = max(0, min(180, servo_angle))

    # Move the servo
    crickit.servo_1.angle = servo_angle

    time.sleep(0.05)
```

Part	What it does
`ss.analog_read(X_AXIS)`	Reads how far the joystick is pushed left or right
`x < 200`	Joystick pushed left
`x > 900`	Joystick pushed right
`servo_angle += 5`	Moves servo a little each time
`max(0, min(180, servo_angle))`	Prevents over-rotation
`crickit.servo_1.angle`	Moves the servo