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## **INFORME PRÀCTICA 6\_3**

## CODI

```
#include <Arduino.h>
#include "pitches.h"
#include "EasyBuzzer.h"
#define BUZZZER_PIN 16 // ESP32 pin GIOP18 connected to piezo buzzer
int melody[] = {
    NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_G5, NOTE_C5, NOTE_D5,
    NOTE_E5,
    NOTE_F5, NOTE_F5, NOTE_F5,
    NOTE_F5, NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_D5, NOTE_E5,
    NOTE_D5, NOTE_G5,
    NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_G5, NOTE_C5, NOTE_D5,
    NOTE E5,
    NOTE_F5, NOTE_F5, NOTE_F5,
    NOTE_F5, NOTE_E5, NOTE_E5, NOTE_E5,
    NOTE_E5, NOTE_D5, NOTE_E5,
    NOTE_D5, NOTE_G5
};
int noteDurations[] = {
   8, 8, 4,
    8, 8, 4,
    8, 8, 8, 8,
    2,
    8, 8, 8, 8,
   8, 8, 8, 16, 16,
   8, 8, 8, 8,
   4, 4,
   8, 8, 4,
   8, 8, 4,
   8, 8, 8, 8,
    2,
   8, 8, 8, 8,
   8, 8, 8, 16, 16,
   8, 8, 8, 8,
   4, 4
};
void setup() {
    ledcSetup(0, 1E5, 12);
```

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```
ledcAttachPin(16,0);
int size = sizeof(noteDurations) / sizeof(int);
for (int thisNote = 0; thisNote < size; thisNote++) {
    int noteDuration = 1000 / noteDurations[thisNote];
    ledcWriteTone(0, melody[thisNote]);
    delay(noteDuration);

    int pauseBetweenNotes = noteDuration * 1.30;
    delay(pauseBetweenNotes);

    ledcWriteTone(0,0);
    }
}

void loop() {
}</pre>
```

## **FUNCIONAMENT**

Per aquesta part, hem d'incloure la llibreria pitches.h ja que en aquesta estan tots els valors de to de les notes típiques.

A continuació, en el *int melody[]* definim totes les notes que volem que sonin en el buzzer i en el *int noteDurations[]* trobem, com bé indica el nom de la funció, la duració de cada nota. Finalment, en el setup() cridem les funcions anteriors i afegim delays a les notes per tal de que no es col·lapsi i dongui temps a executar-se.

## **VIDEO DE L'EXECUCIÓ**

https://drive.google.com/file/d/1PQo-at\_zF5othMcq0Blh2kY8oM-5wCgJ/view?usp=sharing