

```

const int buzzerPin = 2;
const int ledPin1 = 3;
const int ledPin2 = 4;
const int ledPin3 = 5;

int menuSelection = 0;
int ledSpeed = 500;
int ledBrightness = 128;
int selection = 0;
int buzzerState = LOW;

void setup() {
    Serial.begin(9600);

    pinMode(buzzerPin, OUTPUT);
    pinMode(ledPin1, OUTPUT);
    pinMode(ledPin2, OUTPUT);
    pinMode(ledPin3, OUTPUT);

    digitalWrite(buzzerPin, LOW);
    digitalWrite(ledPin1, LOW);
    digitalWrite(ledPin2, LOW);
    digitalWrite(ledPin3, LOW);
    Serial.println("MENU:");
    Serial.println("1. Toggle buzzer on/off");
    Serial.println("2. Increase LED 2 speed");
    Serial.println("3. Decrease LED 2 speed");
    Serial.println("4. Toggle LED 3 brightness");
    Serial.println();
    Serial.print("Selection: ");
}

void loop() {
    int buzzerPinStateLast = digitalRead(buzzerPin);
    if (Serial.available()) {
        int inputChar = Serial.parseInt();

        switch (inputChar) {
            case 1:
                //Serial.println ("1");
                //digitalWrite(buzzerPin, !digitalRead(buzzerPin));
                ToggleBuzzer();
                selection = 0;
                break;
            case 2:
                Serial.println("case 2");
                ledSpeed -= 50;
                if (ledSpeed < 50) {
                    ledSpeed = 50;
                }

```

```

        break;
    case 3:
        Serial.println("case 3");
        ledSpeed += 50;
        if (ledSpeed > 1000) {
            ledSpeed = 1000;
        }
        break;
    case 4:
        Serial.println("case 4");
        if (ledBrightness == 0) {
            ledBrightness = 128;
        } else {
            ledBrightness = 0;
        }
        break;
    default:
        break;
}

digitalWrite(ledPin1, !digitalRead(ledPin1));
delay(500);

static unsigned long lastBlinkTime = 0;
if (millis() - lastBlinkTime > ledSpeed) {
    digitalWrite(ledPin2, !digitalRead(ledPin2));
    lastBlinkTime = millis();
}

analogWrite(ledPin3, ledBrightness);
//Serial.println("MENU:");
//Serial.println("1. Toggle buzzer on/off");
//Serial.println("2. Increase LED 2 speed");
//Serial.println("3. Decrease LED 2 speed");
//Serial.println("4. Toggle LED 3 brightness");
//Serial.println();
//Serial.print("Selection: ");
//delay (5000)

}

void ToggleBuzzer ()
{
    buzzerState= (buzzerState) ? LOW : HIGH;
    digitalWrite(buzzerPin, buzzerState);
    //int a = digitalWrite(buzzerPin, LOW);
    //if (a == 1)
    //{
        digitalWrite(buzzerPin, HIGH);
        digitalWrite(buzzerPin HIGH); attempt no. 3 failed with multiple errors
    }
}

```

```

// } else
// {
//   digitalWrite(buzzerPin, LOW);
// }

}

```

W Your Projects on Wokwi x W buzzer + LED - Wokwi Arduino x +

wokwi.com/projects/359973444096183297

Gmail YouTube Maps

WOKWI SAVE SHARE Docs

sketch.ino diagram.json Library Manager

```

1  const int buzzerPin = 2;
2  const int ledPin1 = 3;
3  const int ledPin2 = 4;
4  const int ledPin3 = 5;
5
6  int menuSelection = 0;
7  int ledSpeed = 500;
8  int ledBrightness = 128;
9  int selection = 0;
10 int buzzerState = LOW;
11
12 void setup() {
13   Serial.begin(9600);
14
15   pinMode(buzzerPin, OUTPUT);
16   pinMode(ledPin1, OUTPUT);
17   pinMode(ledPin2, OUTPUT);
18   pinMode(ledPin3, OUTPUT);
19
20   digitalWrite(buzzerPin, LOW);
21   digitalWrite(ledPin1, LOW);
22   digitalWrite(ledPin2, LOW);
23   digitalWrite(ledPin3, LOW);
24   Serial.println("MENU:");
25   Serial.println("1. Toggle buzzer on/off");
26   Serial.println("2. Increase LED 2 speed");
27   Serial.println("3. Decrease LED 2 speed");
28   Serial.println("4. Toggle LED 3 brightness");
29   Serial.println();

```

Simulation

Restart the simulation

00:00.233 0%

MENU:

1. Toggle buzzer on/off
2. Increase LED 2 speed
3. Decrease LED 2 speed
4. Toggle LED 3 brightness

Selection:

Type here to search

IPL Game

01:23
29-04-2023