Code (Buzzer):

```cpp
#include <buzzer.hpp>

#include <stdio.h> // for printf()

#include <unistd.h> //for sleep()

int main()

{

   int chord[] = { DO, RE, MI, FA, SOL, LA, SI, DO, SI };

         upm::Buzzer* sound = new upm::Buzzer(5);

         printf("Volume = %f\n", sound->getVolume());

         sound->setVolume(0.6);

         printf("Volume = %f\n", sound->getVolume());

         fflush(stdout);


         printf("\nPlaying notes, pausing for 0.1 seconds between notes...\n");

         fflush(stdout);


         for (int chord_ind = 0; chord_ind < 7; chord_ind++) {

            // play each note for one second

            printf(" %d\n",  sound->playSound(chord[chord_ind], 500000) );

            usleep(100000);

         }

         printf("Exiting, bbye!\n");


         delete sound;

}
```