
主函数

```
#include <reg51.h>

#define uint unsigned int

#define uchar unsigned char

sbit beepIO = P1^0;

#define init beepIO=0;

uchar code SONG_TONE[]={212,212,190,212,159,169,212,212,190,212,142,159,
212,212,106,126,159,169,190,119,119,126,159,142,159,0};

uchar code SONG_LONG[]={9,3,12,12,12,24,9,3,12,12,12,24,
9,3,12,12,12,12,12,9,3,12,12,12,24,0};

void not()
{
    init;
}

void DelayM(uint x)
{
    uchar t;
    while(x--) for(t=0;t<120;t++);
}

void PlayMusic()
{
    uint i=0,j,k;
    while(SONG_LONG[i]!=0 || SONG_TONE[i]!=0)
    {
        for(j=0;j<SONG_LONG[i]*20;j++)
        {
            beepIO=~beepIO;

            for(k=0;k<SONG_TONE[i]/3;k++);
        }

        DelayM(10);

        i++;
    }
}
```

```
}  
}
```

```
void play_1min()  
{  
    beepIO=1;  
    PlayMusic();  
    not();  
}
```

蜂鸣器播放音乐部分

```
#include <reg51.h>  
  
#define uint unsigned int  
  
#define uchar unsigned char  
  
sbit beepIO = P1^0;  
  
#define init beepIO=0;  
  
uchar code SONG_TONE[]={212,212,190,212,159,169,212,212,190,212,142,159,  
212,212,106,126,159,169,190,119,119,126,159,142,159,0};  
  
uchar code SONG_LONG[]={9,3,12,12,12,24,9,3,12,12,12,24,  
9,3,12,12,12,12,9,3,12,12,12,24,0};  
  
void not()  
{  
    init;  
}  
  
void DelayM(uint x)
```

```
{
uchar t;
while(x--) for(t=0;t<120;t++);
}

void PlayMusic()
{
uint i=0,j,k;
while(SONG_LONG[i]!=0 | SONG_TONE[i]!=0)
{
    for(j=0;j<SONG_LONG[i]*20;j++)
    {
        beepIO=~beepIO;
        for(k=0;k<SONG_TONE[i]/3;k++);
    }
    DelayM(10);
    i++;
}
}
```

```
void play_1min()
{
beepIO=1;
PlayMusic();
not();
}
```
