The Purpose of This Activity

Complete the model of a windmill, which can rotate with the music controled by the computer.

The Process of This Activity

Step 1: Programe the music score by using numbered musical notation.

Step 2: Programe the code of the mechanical part of the wholewindmill.

Result

The windmill can rotate and the LED shines as soon as I start the play of the music.

Discussion

The speed of totation is too slow.

```python
#songs_dictionary={'tinklestar':1,'dadaotuhao':2,'RadetzkyMarsch

def run():
    action = "empty"
    while action != "q":
        print ('select 1.input song sequence, number,select 2 ,
        action = input("> ")
        if action=='1' :
            print ('select in which song do you want to play:for
            song_number = int(input("> "))
            print("song number is:")
            print(song_number)
            for notes in songs[song_number]:
                if notes.isdigit():
                    ser.write(notes.encode())
                    print ("send:"+notes)
                    ser.write("A".encode())
                    print ("send:A")
                    if int(notes) < 40:
                        time.sleep(0.5)
                    elif int(notes)> 40:
                        LED={}
                        LED["start_fan"]=41
                        LED["stop_fan"]=42
                        LED["start_LED"]=43
                        LED["stop_LED"]=44
```