

int red\_light\_pin= 11;

int green\_light\_pin = 10;

int blue\_light\_pin = 9;

int buzz\_pin = 12;

void setup() {

pinMode(red\_light\_pin, OUTPUT);

pinMode(green\_light\_pin, OUTPUT);

pinMode(blue\_light\_pin, OUTPUT);

pinMode(buzz\_pin, OUTPUT);

}

void loop() {

RGB\_color(255, 0, 0);

tone(buzz\_pin,100);

delay(1000);

RGB\_color(0, 255, 0);

tone(buzz\_pin,150);

delay(1000);

RGB\_color(0, 0, 255);

tone(buzz\_pin,200);

delay(1000);

RGB\_color(255, 255, 125);

tone(buzz\_pin,250);

delay(1000);

RGB\_color(0, 255, 255);

tone(buzz\_pin,300);

delay(1000);

RGB\_color(255, 0, 255);

tone(buzz\_pin,350);

delay(1000);

}

void RGB\_color(int red\_light\_value, int green\_light\_value, int blue\_light\_value)

{

analogWrite(red\_light\_pin, red\_light\_value);

analogWrite(green\_light\_pin, green\_light\_value);

analogWrite(blue\_light\_pin, blue\_light\_value);

}