Used Components - Short Notes

These are some likely components you might have used for your project:

Component Name	Purpose / Use
Arduino UNO	The main microcontroller to handle input/output operations
Push Buttons	Used for user input, triggering events or starting actions (like playing sound)
Buzzer/Speaker	For producing sound/music based on button presses
Resistors	To limit the current going into certain components and prevent damage
Jumper Wires	To make connections between the Arduino and other components
Breadboard	To prototype the circuit without soldering
Power Source	To power the Arduino and the components (could be a battery or USB connection)

✅ Project Description (Short Note)

This project demonstrates how to create a simple interactive music system using **Arduino UNO**. The setup includes a **push button** to trigger different actions, such as playing sounds or music on a **buzzer or speaker**. The user can interact with the system, which responds to button presses by generating different frequencies or tones. The system can be expanded to simulate a **piano** or other musical instruments. This project is a great starting point for beginners interested in learning about **Arduino** and how to work with hardware components to produce sounds. It can also be used as a basic framework for creating **custom music projects** by adjusting the frequencies or adding additional controls.