



2015

Application Note on Interfacing Arduino with Buzzer



Author: vivek.g.s

Reviewer:

Version1.0

Interfacing Arduino UNO with Buzzer

Introduction

In this application note we will be discussing on interfacing buzzer with Arduino UNO to beep. Here we will be connecting the buzzer output to beep to beep for one second and turn off for 1 second.

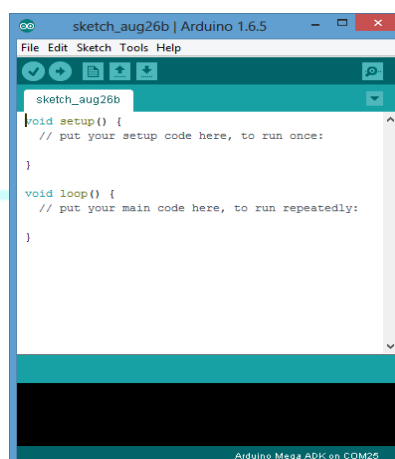
Arduino UNO: [Arduino](#) is an open-source prototyping platform based on easy-to-use hardware and software. [Arduino boards](#) are able to read inputs - light on a sensor, a finger on a button, or a Twitter message - and turn it into an output - activating a motor, turning on an LED, publishing something online. All this is defined by a set of instructions programmed through [the Arduino Software \(IDE\)](#).

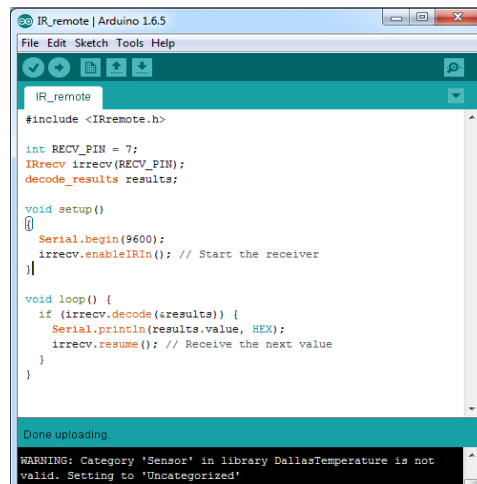
Buzzer: A buzzer or beeper is an audio signalling device, which may be mechanical, electromechanical, or piezoelectric. Typical uses of buzzers and beepers include alarm devices, timers and confirmation of user input such as a mouse click or keystroke

Step1. The Materials required are:

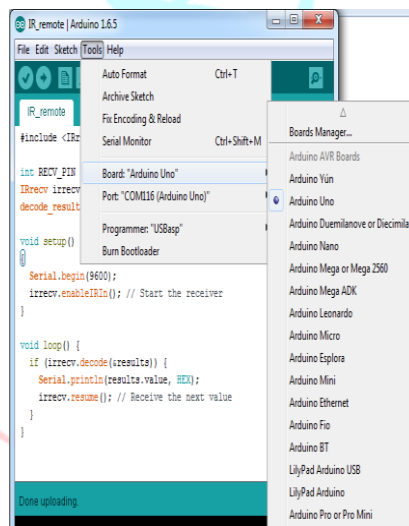
- [Arduino UNO](#)
- Buzzer breakout
- Male to male Jumpers

1. Open Arduino sketch on your PC or Laptop to start the programming.

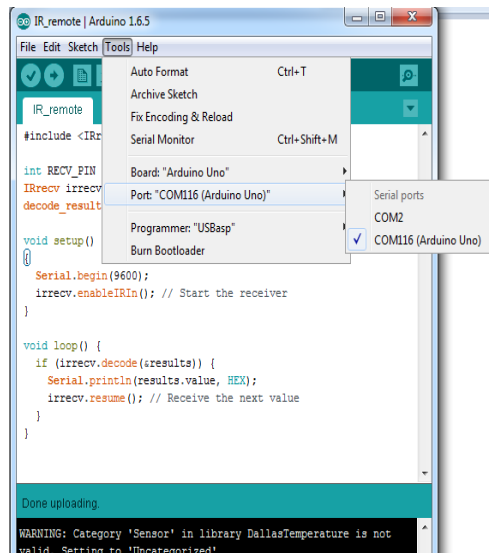




- Type the program for the buzzer to beep for 1 sec and turn off for 1 sec.
- Click on verify and check for any errors in the program. If no errors are present select the Arduino UNO in IDE. Go to tools> Board> Select Arduino UNO.



- Select port of programming by Tools> Port> Select the port for programming



- Now Upload the program to the arduino

CODE:

```
int speakerPin = 9;
```

```
int pushbutton = 8;
```

```
int numTones = 10;
```

```
int tones[] = {261, 277, 294, 311, 330, 349, 370, 392, 415, 440}; //different frequencies
```

```
//      mid C C# D D# E F F# G G# A
```

```
void setup()
```

```
{
```

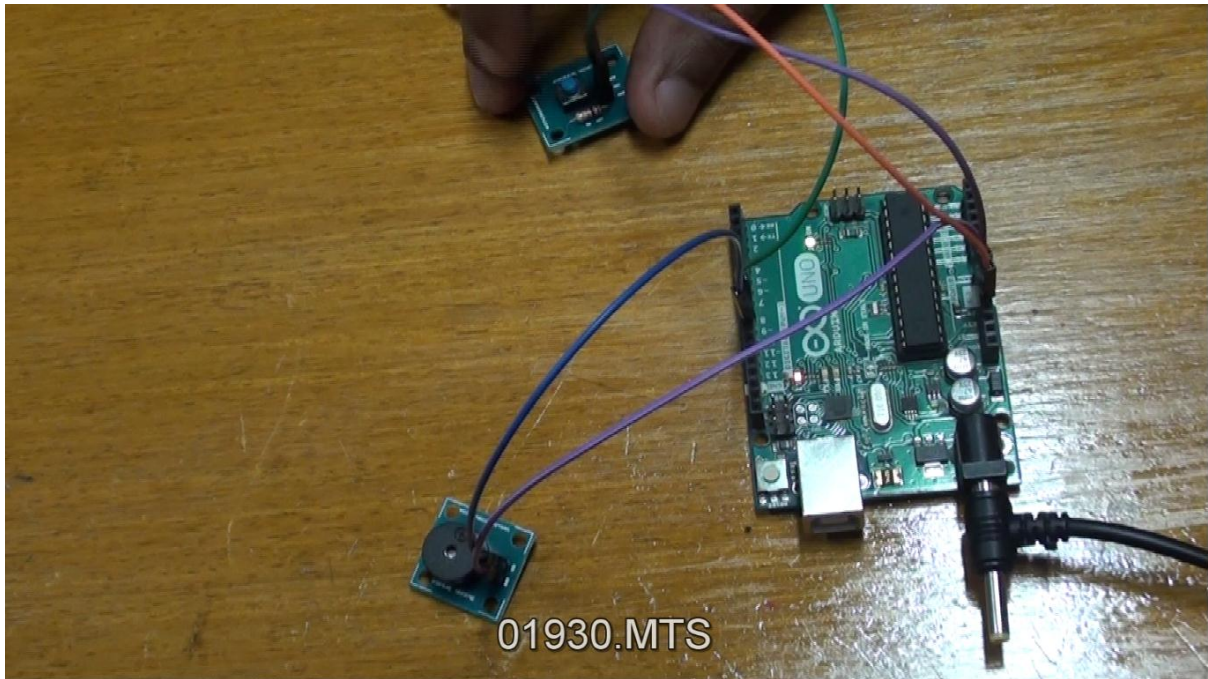
```
  pinMode(pushbutton, INPUT);
```

```
  Serial.begin(9600);
```

```
}
```

```
void loop()
{
    int val = digitalRead(pushbutton);
    Serial.println(val);
    if(val == HIGH)
    {
        for (int i = 0; i < numTones; i++)
        {
            tone(speakerPin, tones[i]);
            delay(500);
        }
    }
    else
    {
        noTone(speakerPin);
    }
}
```

OUTPUT:



For more information please visit: www.tenettech.com

For technical query please send an e-mail: info@tenettech.com

For product info:

1. <http://www.tenettech.com/product/5098/lcd-16x2-characters-white-text-blue-background>
2. <http://www.tenettech.com/search?q=arduino+uno&r1=default>
- 3.

TENET
TECHNETRONICS

9/3, 2nd floor, SreeLaksmi Complex, opp, to Vivekananda Park, Girinagar, Bangalore - 560085,

Email: info@tenettech.com, Phone: 080 - 26722726
