int speakerpin=9;

int nC2=65.41;

int nCs2=69.30;

int nD2=73.42;

int nDs2=77.78;

int nE2=82.41;

int nF2=87.31;

int nFs2=92.50;

int nG2=98.00;

int nGs2=103.83;

int nA2=110.00;

int nAs2=116.54;

int nB2=123.47;

int nC3=130.81;

int nCs3=138.59;

int nD3=146.83;

int nDs3=155.56;

int nE3=164.81;

int nF3=174.61;

int nFs3=185.00;

int nG3=196.00;

int nGs3=207.65;

int nA3=220.00;

int nAs3=233.08;

int nB3=246.94;

int nC4=261.63;

int nCs4=277.18;

int nD4=293.66;

int nDs4=311.13;

int nE4=329.63;

int nF4=349.23;

int nFs4=369.99;

int nG4=392.00;

int nGs4=415.30;

int nA4=440.00;

int nAs4=466.16;

int nB4=493.88;

int nC5=523.25;

int nCs5=554.37;

int nD5=587.33;

int nDs5=622.25;

int nE5=659.26;

int nF5=698.46;

int nFs5=739.99;

int nG5=783.99;

int nGs5=830.61;

int nA5=880.00;

int nAs5=932.33;

int nB5=987.77;

int nC6=1046.50;

int nCs6=1108.73;

int nD6=1174.66;

int nDs6=1244.51;

int nE6=1318.51;

int nF6=1396.91;

int nFs6=1479.98;

int nG6=1567.98;

int nGs6=1661.22;

int nA6=1760.00;

int nAs6=1864.66;

int nB6=1975.53;

int nC7=2093.00;

int nCs7=2217.46;

int nD7=2349.32;

int nDs7=2489.02;

int nE7=2637.02;

int nF7=2793.83;

int nFs7=2959.96;

int nG7=3135.96;

int nGs7=3322.44;

int nA7=3520.00;

int nAs7=3729.31;

int nB7=3951.07;

int nC8=4186.01;

int nCs8=4434.92;

int nD8=4698.64;

int nDs8=4978.03;

int nE8=5274.04;

int nF8=5587.65;

int nFs8=5919.91;

int nG8=6271.93;

int nGs8=6644.88;

int nA8=7040.00;

int nAs8=7458.62;

int nB8=7902.13;

int a1=60/100/1\*1000;

int a2=60/100/2\*1000;

int a4=60/100/4\*1000;

int a8=60/100/8\*1000;

int a16=60/100/16\*1000;

int a32=60/100/32\*1000;

int b1=60/154/1\*1000;

int b2=60/154/2\*1000;

int b4=60/154/4\*1000;

int b8=60/154/8\*1000;

int b16=60/154/16\*1000;

int b32=60/154/32\*1000;

void setup() {

// put your setup code here, to run once:

pinMode(speakerpin,OUTPUT);

tone(9,nG5,a8);

tone(9,nA6,a8);

tone(9,nD5,a16);

tone(9,nC5,a16);

tone(9,nD5,a16);

tone(9,nC5,a16);

tone(9,nG5,a8);

tone(9,nA6,a8);

tone(9,nD5,a16);

tone(9,nC5,a16);

tone(9,nD5,a16);

tone(9,nC5,a16);

tone(9,nG5,a8);

tone(9,nA6,a8);

tone(9,nD5,a16);

tone(9,nC5,a16);

tone(9,nD5,a16);

tone(9,nC5,a16);

}