Project 2
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In this project, we developed a music player using the ATMega32 microcontroller. The music player features a keypad for input, an LCD for displaying information, and a speaker for audio output. The primary objective was to create a functional music player capable of playing musical notes stored in its memory.

The circuit is built around the ATMega32 microcontroller, which is connected to the keypad, the LCD, and the speaker. The LCD is used to display the current status of the music player, such as the current note being played and the song being played. The keypad serves as the user interface, allowing the user to control the music player. The speaker outputs the musical notes stored in the microcontroller's memory.

We attempted to go for the extra credit of multiple songs playing through each note. Keypad number 1 is ode to joy, keypad number 2 is jingle bells, and keypad number 3 is marry had a little lamb.The music player we developed successfully meets the project requirements. It can play songs stored in its memory, and the user interface allows for easy control of the playback.