**SIMPLE KEYBOARD**

**USING**

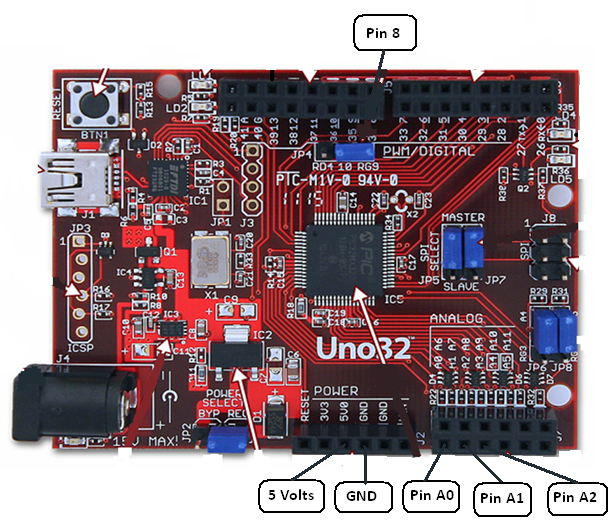
**The tone() function**

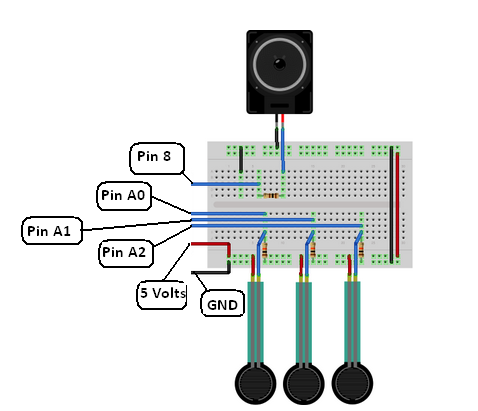
This example shows how to use the tone() command to generate different pitches depending on which sensor is pressed.

**Hardware Required:**

* 8-ohm speaker
* (3) force sensing resistors
* (3) 10k ohm resistors
* 100 ohm resistor
* breadboard
* hook up wire

**Circuit:**





Connect one terminal of your speaker to digital pin 8 through a 100 ohm resistor, and its other terminal to ground.

Power your three FSRs (or any other analog sensor) with 5V in parallel. Connect each sensor to analog pins 0-2, using a 10K resistor as a reference to groud on each input line.

**Code:**

The sketch below reads three analog sensors. Each corresponds to a note value in an array of notes. IF any of the sensors is above a given threshold, the corresponding note is played.

Here's the main sketch:

*/\*  
  keyboard  
   
 Plays a pitch that changes based on a changing analog input  
   
 circuit:  
 \* 3 force-sensing resistors from +5V to analog in 0 through 5  
 \* 3 10K resistors from analog in 0 through 5 to ground  
 \* 8-ohm speaker on digital pin 8  
  \*/*  
  
#include "pitches.h"  
  
const int threshold = 10;    *// minimum reading of the sensors that generates a note*  
  
*// notes to play, corresponding to the 3 sensors:*  
int notes[] = {  
  NOTE\_A4, NOTE\_B4,NOTE\_C3 };  
  
void **setup**() {  
  
}  
  
void **loop**() {  
  for (int thisSensor = 0; thisSensor < 3; thisSensor++) {  
    *// get a sensor reading:*  
    int sensorReading = analogRead(thisSensor);  
  
    *// if the sensor is pressed hard enough:*  
    if (sensorReading > threshold) {  
      *// play the note corresponding to this sensor:*  
      tone(8, notes[thisSensor], 20);  
    }   
  }  
  Serial.println();  
}

The sketch uses an extra file, pitches.h. This file contains all the pitch values for typical notes. For example, NOTE\_C4 is middle C. NOTE\_FS4 is F sharp, and so forth. This note table was originally written by Brett Hagman, on whose work the tone() command was based. You may find it useful for whenever you want to make musical notes.

To make this file, click on the "new Tab" button in the upper right hand corner of the window. It looks like this:

http://arduino.cc/en/uploads/Tutorial/newTab.png

The paste in the following code:

*/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
 \* Public Constants  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/*  
  
#define NOTE\_B0  31  
#define NOTE\_C1  33  
#define NOTE\_CS1 35  
#define NOTE\_D1  37  
#define NOTE\_DS1 39  
#define NOTE\_E1  41  
#define NOTE\_F1  44  
#define NOTE\_FS1 46  
#define NOTE\_G1  49  
#define NOTE\_GS1 52  
#define NOTE\_A1  55  
#define NOTE\_AS1 58  
#define NOTE\_B1  62  
#define NOTE\_C2  65  
#define NOTE\_CS2 69  
#define NOTE\_D2  73  
#define NOTE\_DS2 78  
#define NOTE\_E2  82  
#define NOTE\_F2  87  
#define NOTE\_FS2 93  
#define NOTE\_G2  98  
#define NOTE\_GS2 104  
#define NOTE\_A2  110  
#define NOTE\_AS2 117  
#define NOTE\_B2  123  
#define NOTE\_C3  131  
#define NOTE\_CS3 139  
#define NOTE\_D3  147  
#define NOTE\_DS3 156  
#define NOTE\_E3  165  
#define NOTE\_F3  175  
#define NOTE\_FS3 185  
#define NOTE\_G3  196  
#define NOTE\_GS3 208  
#define NOTE\_A3  220  
#define NOTE\_AS3 233  
#define NOTE\_B3  247  
#define NOTE\_C4  262  
#define NOTE\_CS4 277  
#define NOTE\_D4  294  
#define NOTE\_DS4 311  
#define NOTE\_E4  330  
#define NOTE\_F4  349  
#define NOTE\_FS4 370  
#define NOTE\_G4  392  
#define NOTE\_GS4 415  
#define NOTE\_A4  440  
#define NOTE\_AS4 466  
#define NOTE\_B4  494  
#define NOTE\_C5  523  
#define NOTE\_CS5 554  
#define NOTE\_D5  587  
#define NOTE\_DS5 622  
#define NOTE\_E5  659  
#define NOTE\_F5  698  
#define NOTE\_FS5 740  
#define NOTE\_G5  784  
#define NOTE\_GS5 831  
#define NOTE\_A5  880  
#define NOTE\_AS5 932  
#define NOTE\_B5  988  
#define NOTE\_C6  1047  
#define NOTE\_CS6 1109  
#define NOTE\_D6  1175  
#define NOTE\_DS6 1245  
#define NOTE\_E6  1319  
#define NOTE\_F6  1397  
#define NOTE\_FS6 1480  
#define NOTE\_G6  1568  
#define NOTE\_GS6 1661  
#define NOTE\_A6  1760  
#define NOTE\_AS6 1865  
#define NOTE\_B6  1976  
#define NOTE\_C7  2093  
#define NOTE\_CS7 2217  
#define NOTE\_D7  2349  
#define NOTE\_DS7 2489  
#define NOTE\_E7  2637  
#define NOTE\_F7  2794  
#define NOTE\_FS7 2960  
#define NOTE\_G7  3136  
#define NOTE\_GS7 3322  
#define NOTE\_A7  3520  
#define NOTE\_AS7 3729  
#define NOTE\_B7  3951  
#define NOTE\_C8  4186  
#define NOTE\_CS8 4435  
#define NOTE\_D8  4699  
#define NOTE\_DS8 4978