

Course 8-1 --- Active buzzer

The purpose of the experiment:

In this course, we need to use active buzzer to make an experiment to make the circuit sound.

List of components required for the experiment:

Arduino UNO board *1

USB cable *1

220Ω Resistor *1

Active buzzer *1

Breadboard *1

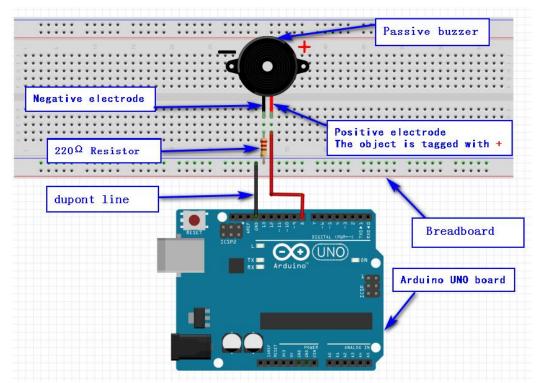
Dupont line *1bunch

Actual object connection diagram:

We need to connect the circuit as shown in the figure below.

Note: The active buzzer has positive and negative electrode. The actual object diagram below shows that the buzzer has positive and negative marks.





Experimental code analysis:



```
int buzzer=8; //Defining the digital port 8 to control the buzzer
int i = 0:
void setup()
pinMode(buzzer,OUTPUT);
                             //Defining the buzzer port for the output port
void loop()
    for(i=0;i<80;i++) //Output a frequency of sound
       digitalWrite(buzzer,HIGH); //Sound
       delay(1);
       digitalWrite(buzzer,LOW); //Unsound
       delay(1);
    }
    for(i=0;i<100;i++) //Output another frequency of sound
       digitalWrite(buzzer,HIGH); //Sound
       delay(2);
       digitalWrite(buzzer,LOW); //Unsound
       delay(2);
     }
}
```

Experimental steps:

1. We need to open the code of this experiment: **code-Active_buzzer.ino**, click " \checkmark " under the menu bar to compile the code, and wait for the word "**Done compiling**" in the lower right corner, as shown in the figure below.

```
code-Active_buzzer | Arduino 1.7.8

File Edit Sketch Tools Help

code-Active_buzzer

delay(1);
}

for (i=0;i<100;i++)//Output another frequency of sound
{
    digitalWrite(buzzer, HIGH);//Sound
    delay(2);
    digitalWrite(buzzer, LOW);//Unsound
    delay(2);
}

Code-Active_buzzer

delay(1);

for (i=0;i<100;i++)//Output another frequency of sound

{
    digitalWrite(buzzer, HIGH);//Sound
    delay(2);
}

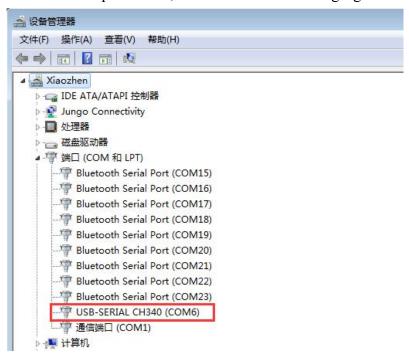
Cone compiling

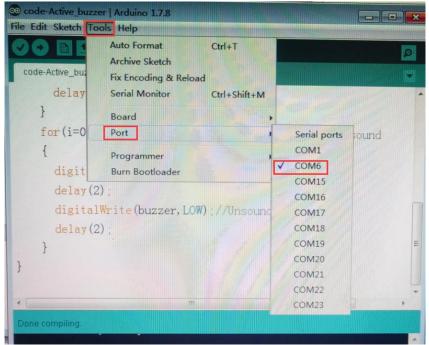
Compliance

Global variables use 13 bytes (0%) of dynamic memory, leaving
2,035 bytes for local variables. Maximum is 2,048 bytes.
```



2.In the menu bar of Arduino IDE, we need to select 【Tools】---【Port】--- selecting the port that the serial number displayed by the device manager just now, as shown in the figure below. For example:COM6,as shown in the following figure.





3.After the selection is completed, you need to click "→"under the menu bar to upload the code to the Arduino UNO board. When the word "**Done uploading**" appears in the lower left corner, the code has been successfully uploaded to the Arduino UNO board, as shown in the figure below.



```
code-Active_buzzer | Arduino 1.7.8

File Edit Sketch Tools Help

code-Active_buzzer

delay(1);
}

for (i=0;i<100;i++)//Output another frequency of sound
{

digitalWrite(buzzer, HIGH);//Sound

delay(2);

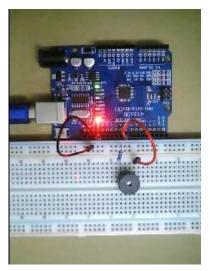
digitalWrite(buzzer, LOW);//Unsound

delay(2);
}
}

Done uploading

Global variables use 13 bytes (0%) of dynamic memory, leaving
2, 035 bytes for local variables. Maximum is 2, 048 bytes.
```

4. After the code is uploaded, we can hear the buzzer sound every 0.2 seconds. As shown in the following figure.



The code of the experiment: