

Buzzer plays music

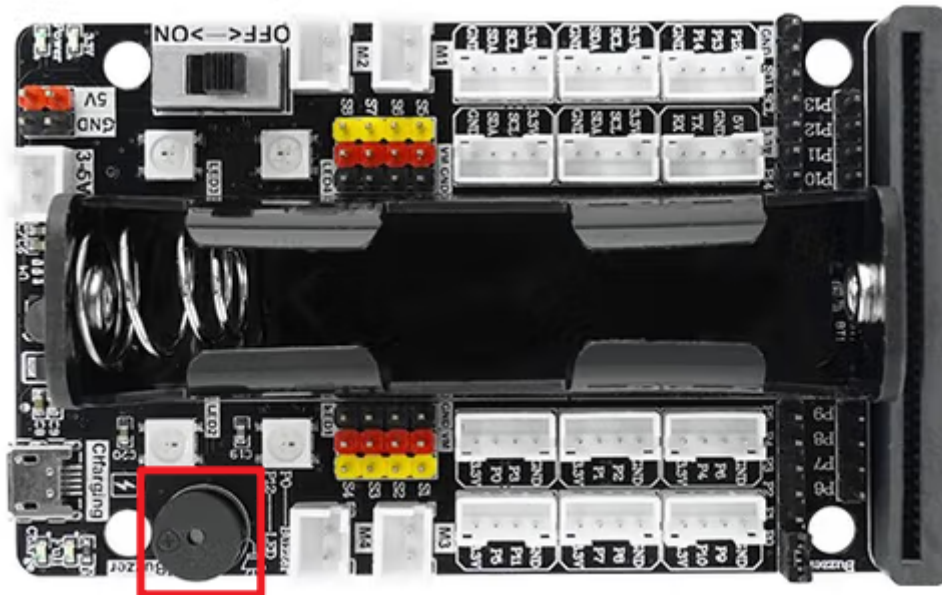
Buzzer plays music

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1. Learning objectives

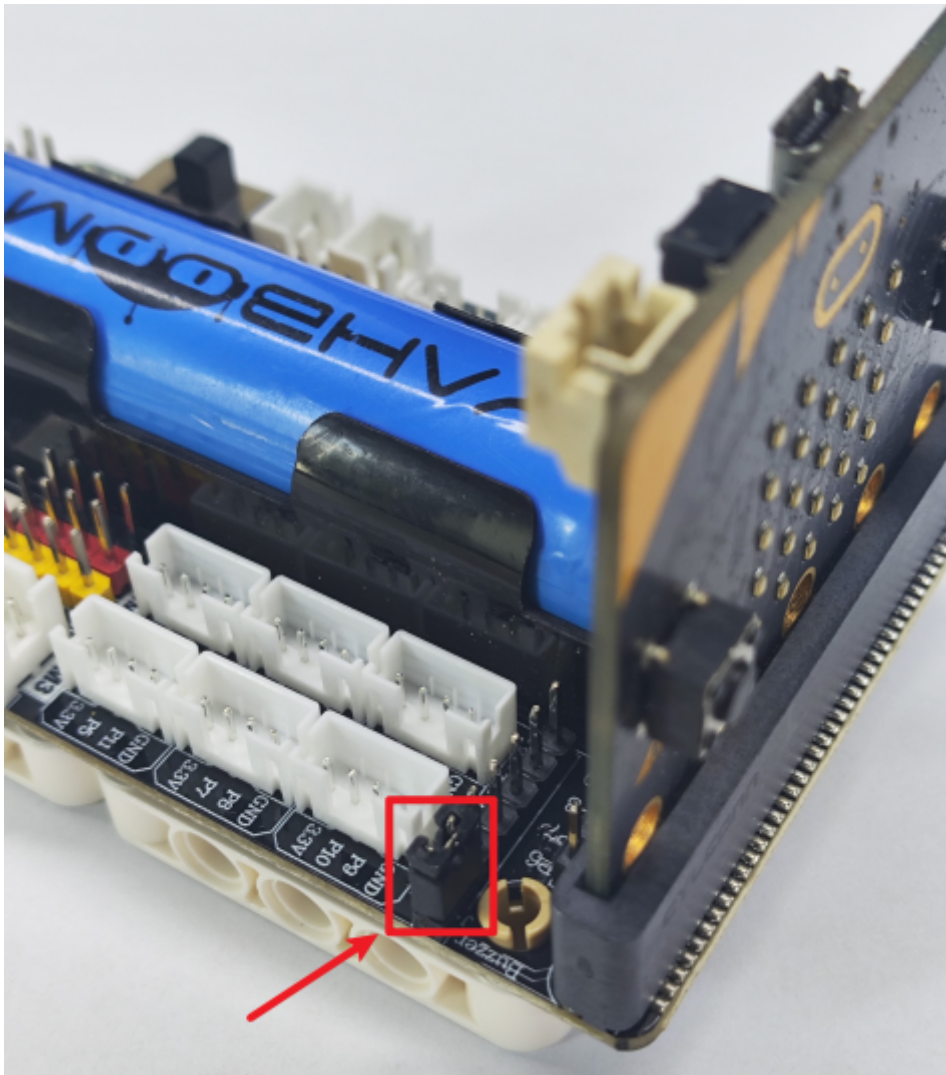
In this course, we mainly learn how to drive the buzzer on the superbit expansion board through MakeCode graphical programming.

The buzzer is located on the expansion board as shown in the figure below.



! Notes:

Before conducting this experiment, we need to connect the jumper cap to the P0 and Buzzer pins on the Super:bit expansion board, as shown in the figure below.



2. Programming

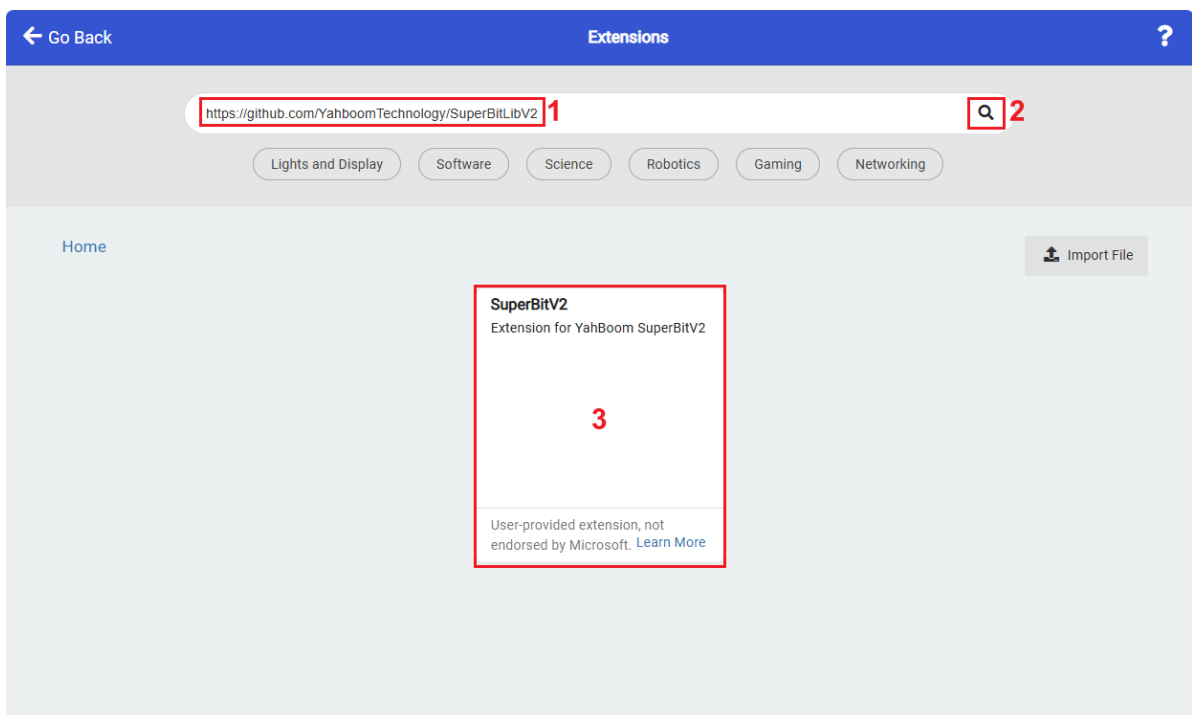
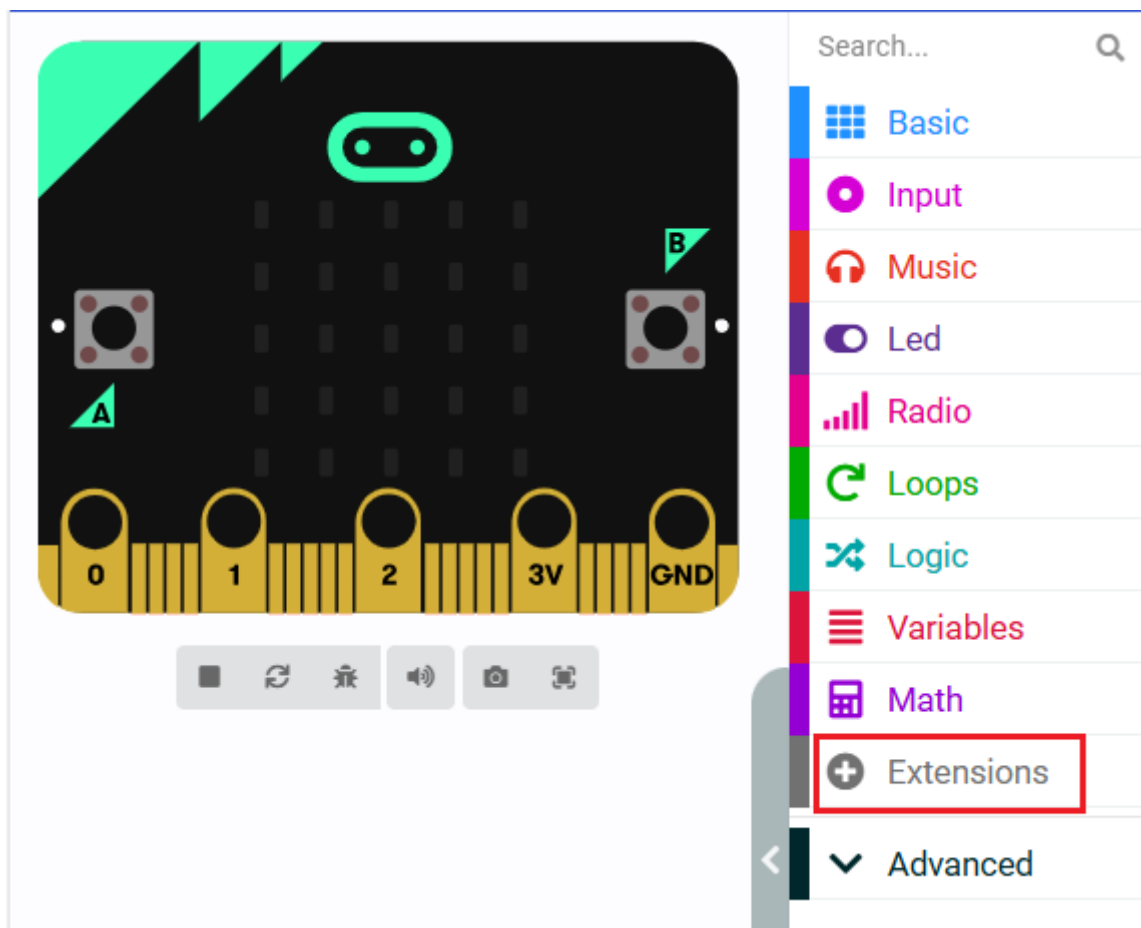
Method 1 Online programming:

First, connect the micro:bit to the computer via a USB data cable. The computer will pop up a U disk. Click the URL in the U disk: <https://makecode.microbit.org/> to enter the programming interface. Then, add the Yahboom smart software package <https://github.com/YahboomTechnology/SuperBitLibV2> to start programming.

Method 2 Offline programming:

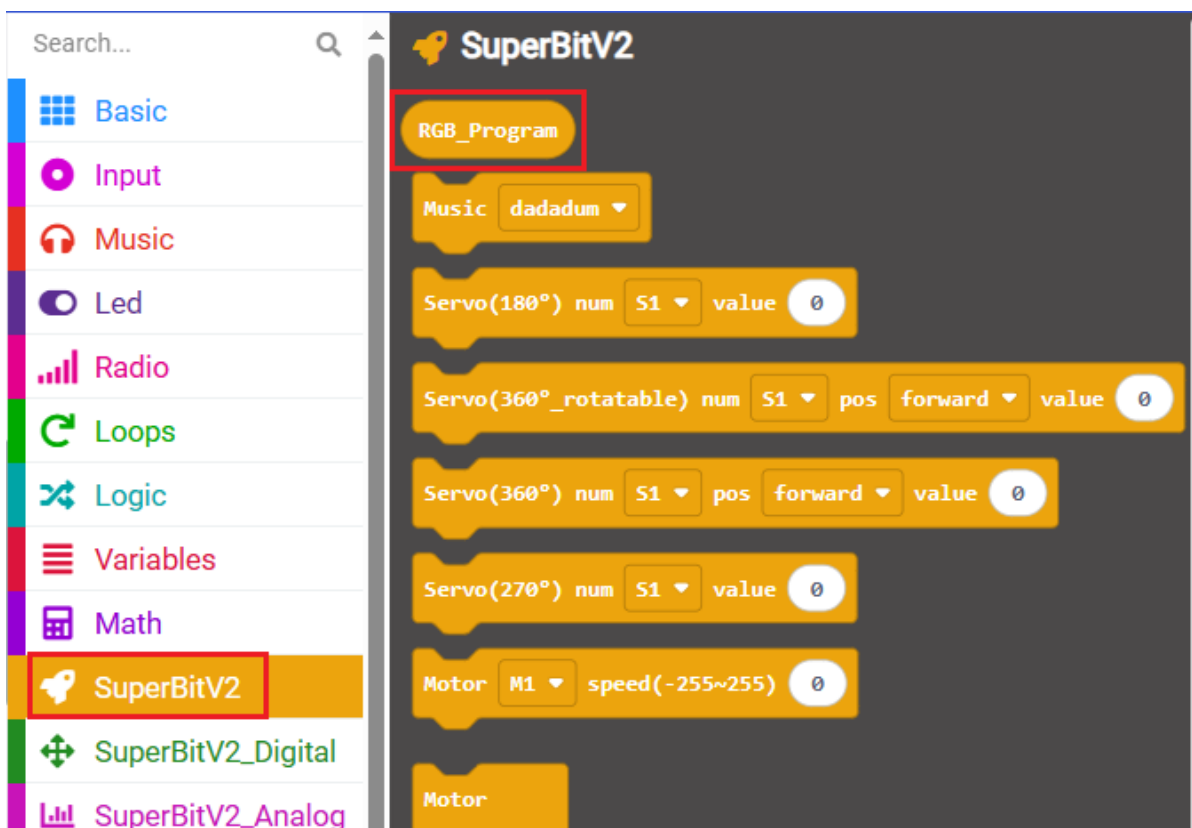
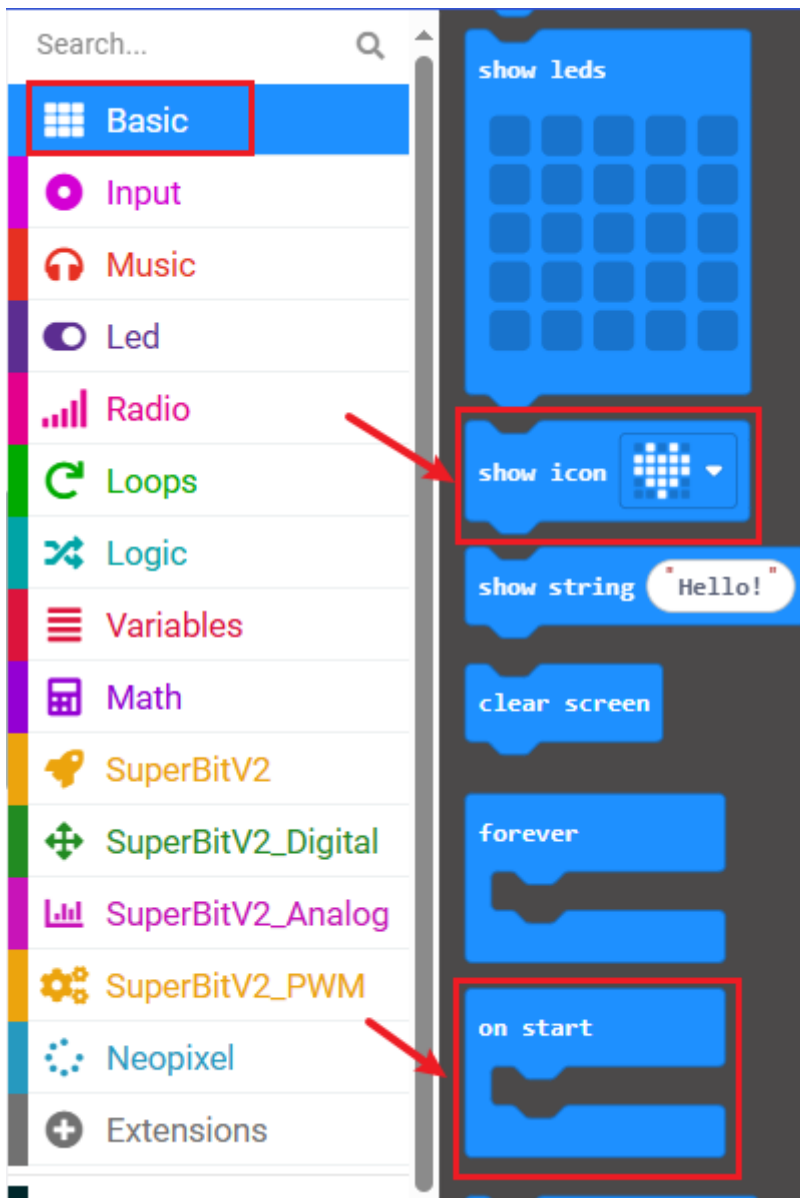
Open the offline programming software MakeCode and enter the programming interface. Click [New] and add the Yahboom smart software package <https://github.com/YahboomTechnology/SuperBitLibV2> to start programming.

2.1 Add expansion package



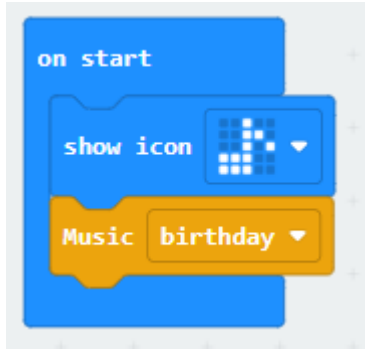
2.2 Building blocks used

The location of the building blocks required for this programming is shown in the figure below.



2.3 Combined blocks

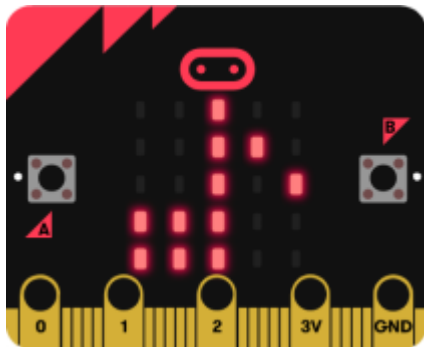
The summary program is shown in the figure below.



You can also directly open the **microbit-BuzzerPlayer.hex** file provided in this experiment and drag it into the browser that opens the URL, and the program diagram of this project source code will be automatically opened

3. Experimental phenomenon

After the program is successfully downloaded, the micro:bit dot matrix will display the music pattern, as shown in the figure below. At the same time, we can hear the buzzer playing "Birthday".



If you need to restart, please press the reset button on the back of the micro:bit motherboard.