```
Pno_strC db 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
Pno_count db 0
```

Pno_strC db 0,0,0,0,1,0,1,0,0,0,0,1,0,0,1,0,1
Pno_count db 5

Pno_strC db 0,0,0,0,1,0,1,0,0,0,0,1,0,0,1,0,1

Call cchord

Pno_chord dw 0000 0010 1010 0001b

Root Note

C C# D D# E F F# G G# A A# B

▲

Pno_chord dw 0000 0010 1010 0001b

Shift Count = 0

Root Note

C C# D D# E F F# G G# A A# B

▲

Pno_chord dw 0000 1010 1000 0100b

Shift Count = 2

Call roll

Root Note

C C# **D** D# E F F# G G# A A# B

▲

Pno_chord dw 0000 **1010 1000 01**00b

Shift Count = 2

Searching in Database with the Pattern of Pno_chord => Not Found

Root Note

C C# D D# E F F# G G# A A# B

▲

Pno_chord dw 0000 1010 0001 0010b
Shift Count = 4
Call roll

A A# B

0010b

rd => 7sus2

```
dw 100100100010b  ;dim5/7          db "            (-6)sus4$          "
dw 101100100000b  ;dim5 add9       db "            6sus4$             "
dw 100001011000b  ;(-6)sus4        db "            7sus4$             "
dw 100001010100b  ;6sus4           db "            M7sus4$            "
dw 100001010010b  ;7sus4           db "            sus4add(-9)$       "
dw 100001010001b  ;M7sus4          db "            (-6)sus2$          "
dw 110001010000b  ;sus4add(-9)     db "            6sus2$             "
dw 101000011000b  ;(-6)sus2        db "            7sus2$             "
dw 101000010100b  ;6sus2           db "            M7sus2$            "
dw 101000010010b  ;7sus2           db "            6add9$             "
dw 101000010001b  ;M7sus2          db "            6add11$            "
dw 101010010100b  ;6add9           db "            7add9$             "
dw 100011010100b  ;6add11          db "            7add11$            "
dw 101010010010b  ;7add9           db "            7add13$            "
dw 100011010010b  ;7add11
dw 100010010110b  ;7add13
dw 101010010001b  ;M7add9
dw 100011010001b  ;M7add11
```
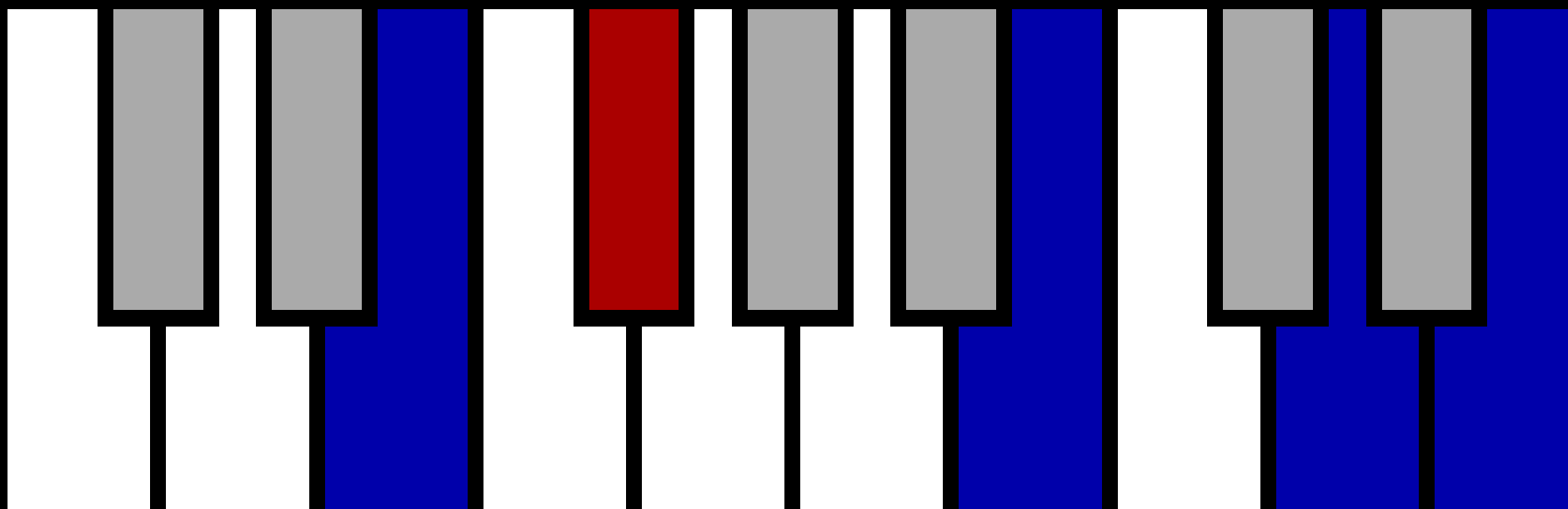
Dr.Chord

Chord : E 7sus2

Count : 5 Maximum Reached

State : Listening

ESC - Exit SPACE - Play BCKSP - Erase