

```

{
tone(speakerPin, tones[i], duration);
}
}
}
void setup()
{
pinMode(speakerPin, OUTPUT);
tempo=50; // musiqa tovushini ijro etish tezligi
}
void loop ()
{
for(int i=0; i<sizeof(melody); i++)
{
notes=melody[i];
beats=bb[i];
if (notes == '*')
tone(speakerPin, 0, beats*tempo); // sokinlik
else
playNote(notes, beats*tempo);
// notalar o'rtasidagi sukut
delay(beats*tempo+tempo);
}
}
}

```

Ulanish tartibi:

1. Arduino platasiga pezoelementni 10.1 sxemadagidek ulanadi.
2. Arduino platasiga 10.1 listingdagi sketchni yuklanadi.
3. Sketch yuklangandan so'ng sxemani yig'ish platasida musiqa eshitiladi (10.1 chizma).

Mavzu doirasidan qo'shimcha savollar.

1. Buzzer nima?
2. Buzzerni button yordamida boshqarish.
3. Buzzer va 7 segment yordamida loyiha qilish.