Start

Reset Song Parameters & Reset bit_index to location[current_song]

Load data_byte from EEPROM[bit_index/8]

Get bit from bit_index %8 within data_byte

Advance to Next song

USER CHANGES SONG

Is new bit part of a new note? (bit_index % BITS_PER_NOTE) ?

Ø / !Ø

Play/Reset note & perform all user I/O

Is the song over? (size[current_song]·BITS_PER_NOTE) == (bit_index − location[current_song]) ?

Ø / !Ø

Load bit into note at (bit_index % BITS_PER_NOTE)

Increment bit_index

Is a new data_byte needed? (bit_index % 8) ?

Ø / !Ø