```
int buzzer=11;//
void setup()
pinMode(buzzer,OUTPUT);//
void loop()
unsigned char i,j;//
while(1)
for(i=0;i<80;i++)//output sound of one frequency
{
 digitalWrite(buzzer,HIGH);//make a sound
  delay(1);//delay 1ms
 digitalWrite(buzzer,LOW);//silient
delay(1);//delay 1ms
 }
 for(i=0;i<500;i++)//output sound of another frequency
   digitalWrite(buzzer,HIGH);//make a sound
   delay(2);//delay 2ms
   digitalWrite(buzzer,LOW);//silient
   delay(2);//delay 2ms
  }
 }
}
```

This article was published on Monday 09 January, 2012.