Extension: Play that funky music!

What is Bop It! without the noise? Let's hook up our headphones and play some tunes!

Goal: Connect your headphones to the micro:bit to play a different sound for each action!

Task 1.1: Set up the headphones!

First, we'll need to connect our headphones.

1. Connect one alligator clip to the `GND` pin of the `micro:bit`. Connect the other end to the `base` of your headphone jack.

2. Connect another alligator clip to `pin 0` of the `micro:bit`. Connect the other end to the `tip` of your headphone jack.

3. At the top of your code, `import music`

Task 1.2: Play a sound!

Let's play the A tone when you need to press button A!

1. Inside the `if` statement that checks to see if `"button a"` was selected, play the tone `"A"` for `two` beats.

2. Make sure that you set `wait` to `False` so the game keeps running while the music is playing!

Hint - Playing sounds

To play a G tone for 5 beats, you can use the following code:
```
music.play("G:5")
```

Task 1.3: Play more sounds!

Let's make the other actions play sounds too!

1. Inside the `if` statement that checks to see if `"button b"` was selected, play the tone `"B"` for `two` beats. Make sure that `wait` is set to `False`.

2. Do the same thing for any other actions you have, making sure that they each have a unique tone!

Task 1.4: Let's listen

Test your code!

1. Can you hear all the different sounds? Make sure you test every action!

☑ CHECKPOINT ☑

If you can tick all of these off you have finished this Extension:

☐ When button a is the selected action, the A tone plays for 2 beats.

☐ When button b is the selected action, the B tone plays for 2 beats.

☐ For all the other actions you have, a unique sound is played for 2 beats.

☐ You can hear the sounds through your headphones!