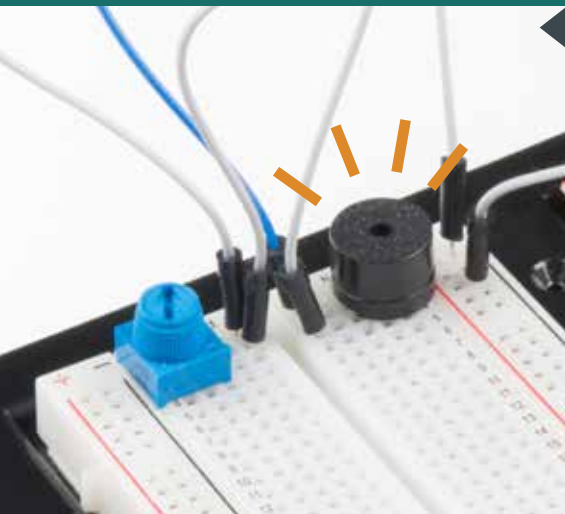# Open the Arduino IDE

Connect the RedBoard to a USB port on your computer.

⬆ **Open the Sketch:**
   File > Examples > SIK-Guide-Code-master > **SIK_CIRCUIT_2A-BUZZER**

➡ Select **UPLOAD** to program the sketch on the RedBoard.

WHAT YOU SHOULD SEE

When the program begins, a song will play from the buzzer once. To replay the song, press the reset button on the RedBoard. Use the potentiometer to adjust the volume.

PROGRAM OVERVIEW

1

Play the first note for x number of beats using the `play()` function.

A: (Inside the `play()` function): Take the note passed to the play function and compare it to each letter in the notes array. When you find a note that matches, remember the index position of that note (e.g., sixth entry in the notes array).

B: Get a frequency from the frequency array that has the same index as the note that matched (e.g., the sixth frequency).

C: Play that frequency for the number of beats passed to the `play()` function.

2

Play the second note using the `play()` function
...and so on.