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#include <iostream>
#include <stdio.h>
#include <windows.h> // for Beep()
#include <unistd.h> // for usleep()
#include <conio.h> // for _getch()
// #include <ctype.h>

using namespace std;

int main()
{
    /*--- Musical Notes of Increasing Pitches ---*/
    double pitch[]={
        0, 523.3, 587.3, 659.3, 698.5, 784.0, 880.0, 932.3, 987.8
    };
    int music[] = {5, 3, 3, 0, 0, 0, 4, 2, 2, 0, 0, 0, 1, 2, 3, 4, 5, 5, 5, 0, 0, 0,
        5, 3, 3, 0, 0, 0, 4, 2, 2, 0, 0, 0, 1, 3, 5, 5, 1};

    /*--- play the music defined in music[] automatically ---*/
    for(int t=0; t<39; t++){
        if(music[t]==0) usleep(150000); // sleep for a while without making any sound
        else Beep(pitch2[music[t]], 400); // Beep for a musical note
    }

    /*-----*/
    /*--- Add program segment here to turn your keyboard into a musical instrument ---*/
    /*-----*/

    return 0;
}

```