**When should the buzzer trigger**

* When press power on
* When user starts the washing machine
* When the washing machine finished it duties
* When user pause the machine
* When user changes mode

**Optional**

* When washing machine is not in operation for 5 mins, the buzzer will sound and the washing machine automatically turn off by itself

**Library**

Buzzer.c

Buzzer.h

**Functions**

**void Buzzer\_init();**

To set PORTC bit 3 to output.

**void Play\_Sound(unsigned int freq, unsigned char duration);**

**#USER DOES NOT HAVE TO USE THIS FUNCTION**

To play the sound of the buzzer through the assigned frequency and duration

However, the notes are already created for the user, as such, they only need to select which song to play in the next function.

#define DO1 262

#define RA 294

#define MI 330

#define FA 349

#define SO 392

#define LA 440

#define TI 494

#define DO2 523

Example: Play\_Sound(SO,5);

**void Selectsong(int song);**

**#USER USES THIS FUNCTION**

To choose which song to play, the user simply has to call this function and type 1, 2, 3 inside its parameter as there is a switch case being used to select which song to play. A default is also included in case the user keys in a value other than the ones stated above (1, 2, 3).

switch(song){

case 1: // turn on washing machine

case 2: // start the washing machine tasks

case 3: // when washing machine finishes its duties

default: // included in case user types wrong number

}

Example: Selectsong(3);