Intro to Coding - Sonic Pi

Note	Octave										
	-1	0	1	2	3	4	5	6	7	8	9
C	0	12	24	36	48	60	72	84	96	108	120
C#	1	13	25	37	49	61	73	85	97	109	121
D	2	14	26	38	50	62	74	86	98	110	122
D#	3	15	27	39	51	63	75	87	99	111	123
E	4	16	28	40	52	64	76	88	100	112	124
F	5	17	29	41	53	65	77	89	101	113	125
F#	6	18	30	42	54	66	78	90	102	114	126
G	7	19	31	43	55	67	79	91	103	115	127
G#	8	20	32	44	56	68	80	92	104	116	
A	9	21	33	45	57	69	81	93	105	117	
A#	10	22	34	46	58	70	82	94	106	118	
B	11	23	35	47	59	71	83	95	107	119	

```
play :C4
sleep 1
play :C4
sleep 1
play :G4
sleep 1
play :G4
sleep 1
play :A4
sleep 1
play :A4
sleep 1
play :G4
sleep 2
```
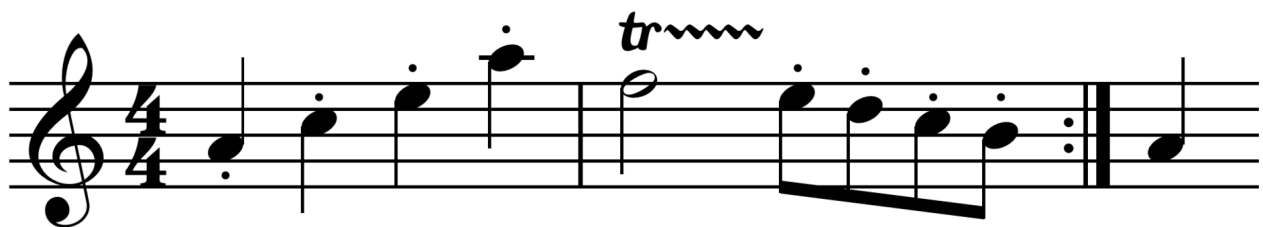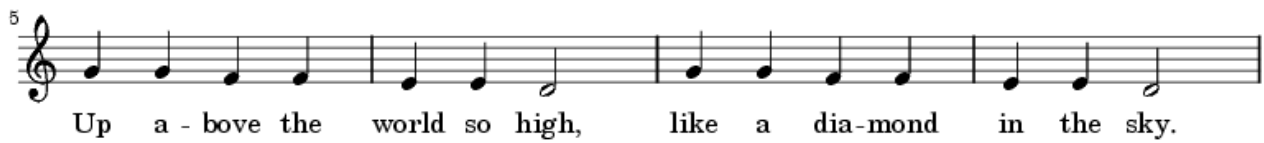
```
speed = 0.65  #set overall speed

minim = 2 * speed
crotchet = 1 * speed
quaver = 0.5 * speed

use_synth :piano

2.times do
  play_pattern_timed [:A3, :C4, :E4, :A4], crotchet
  play :F4
  sleep minim
  play_pattern_timed [:E4, :D4, :C4, :B3 ], quaver
end

play :A3
sleep crotchet
```