

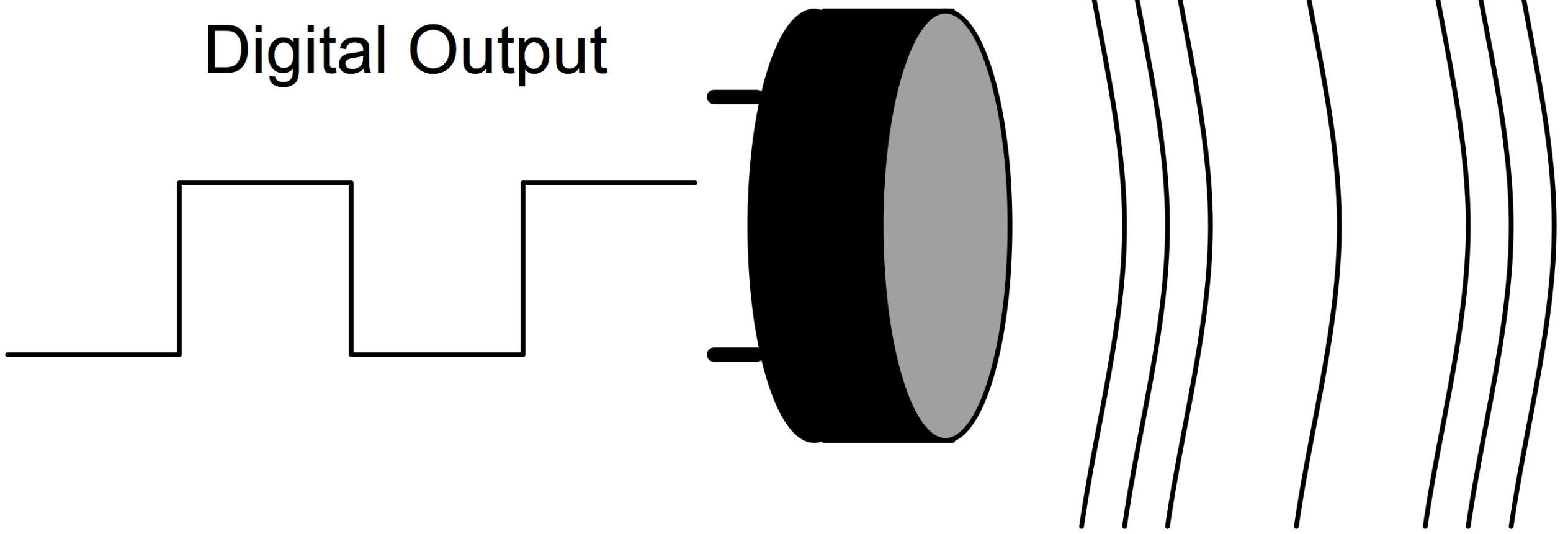
BASIC AUDIO

A Piezoelectric element converts electrical to physical energy. Adding current makes it move, and moving it creates a current.

Piezo
Sounder

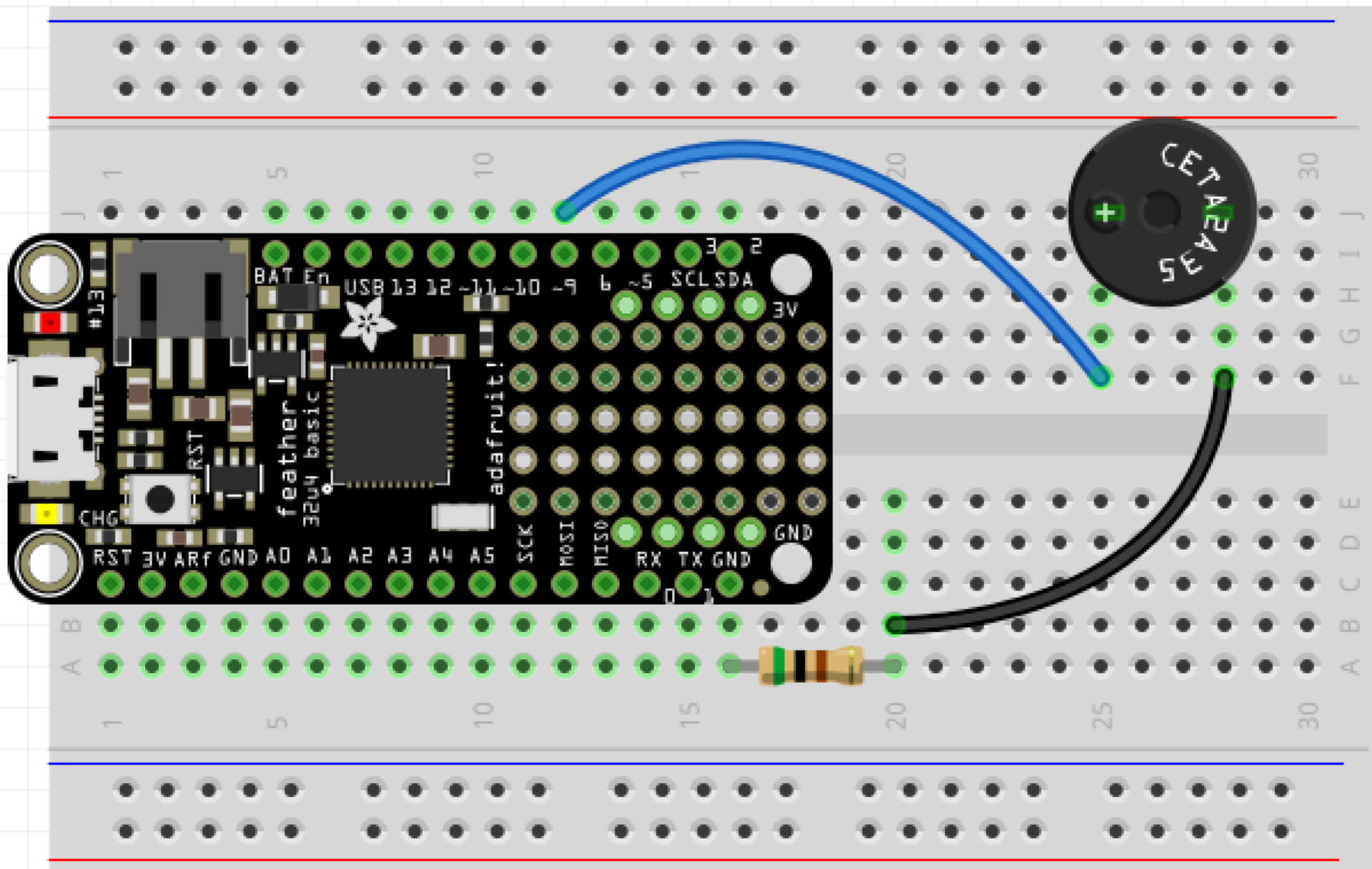
Sound Wave

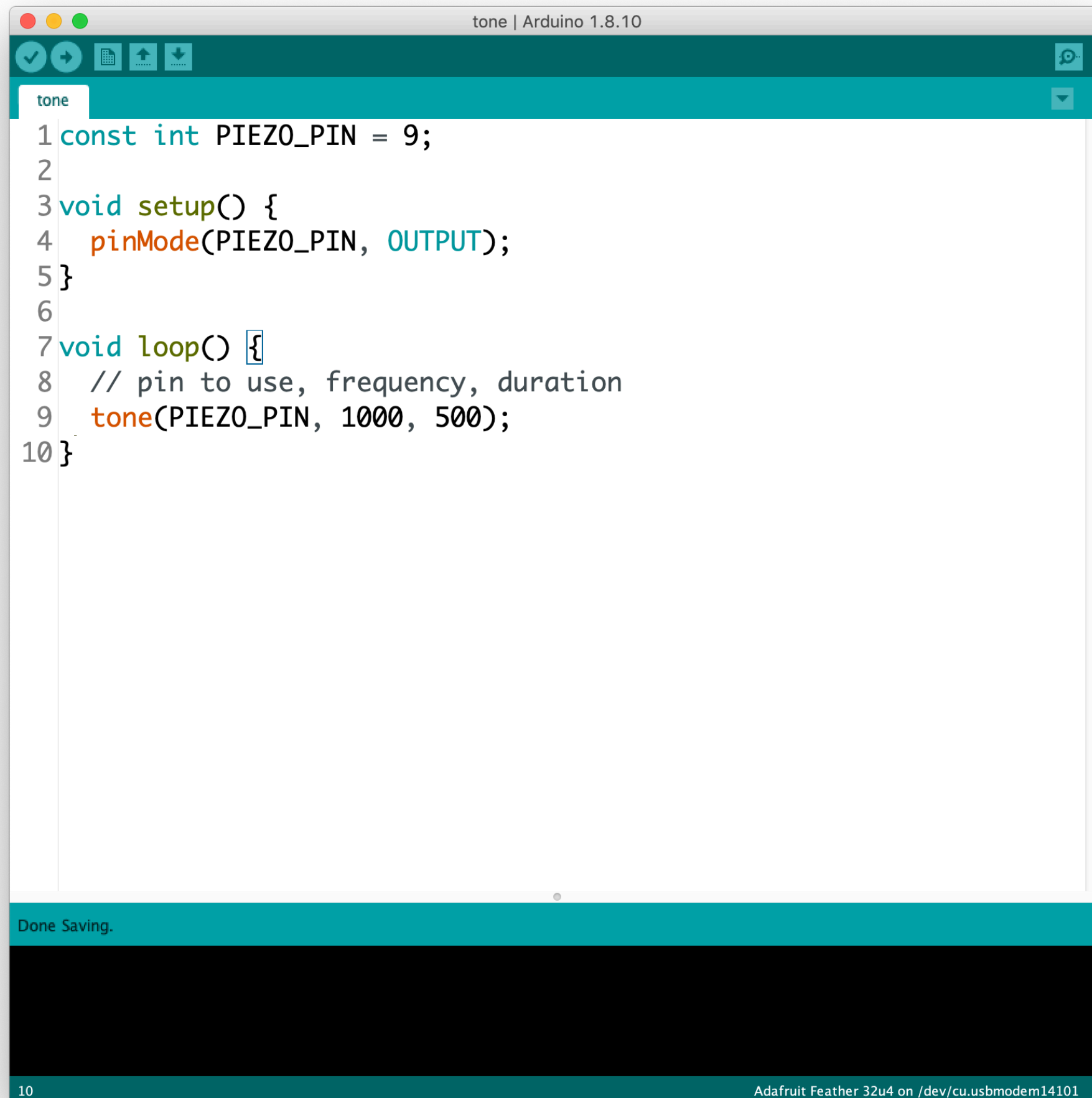
Digital Output



CONNECTING THE PIEZO SPEAKER

Use a 500 Ω resistor and connect one side to the pin and the other to ground.

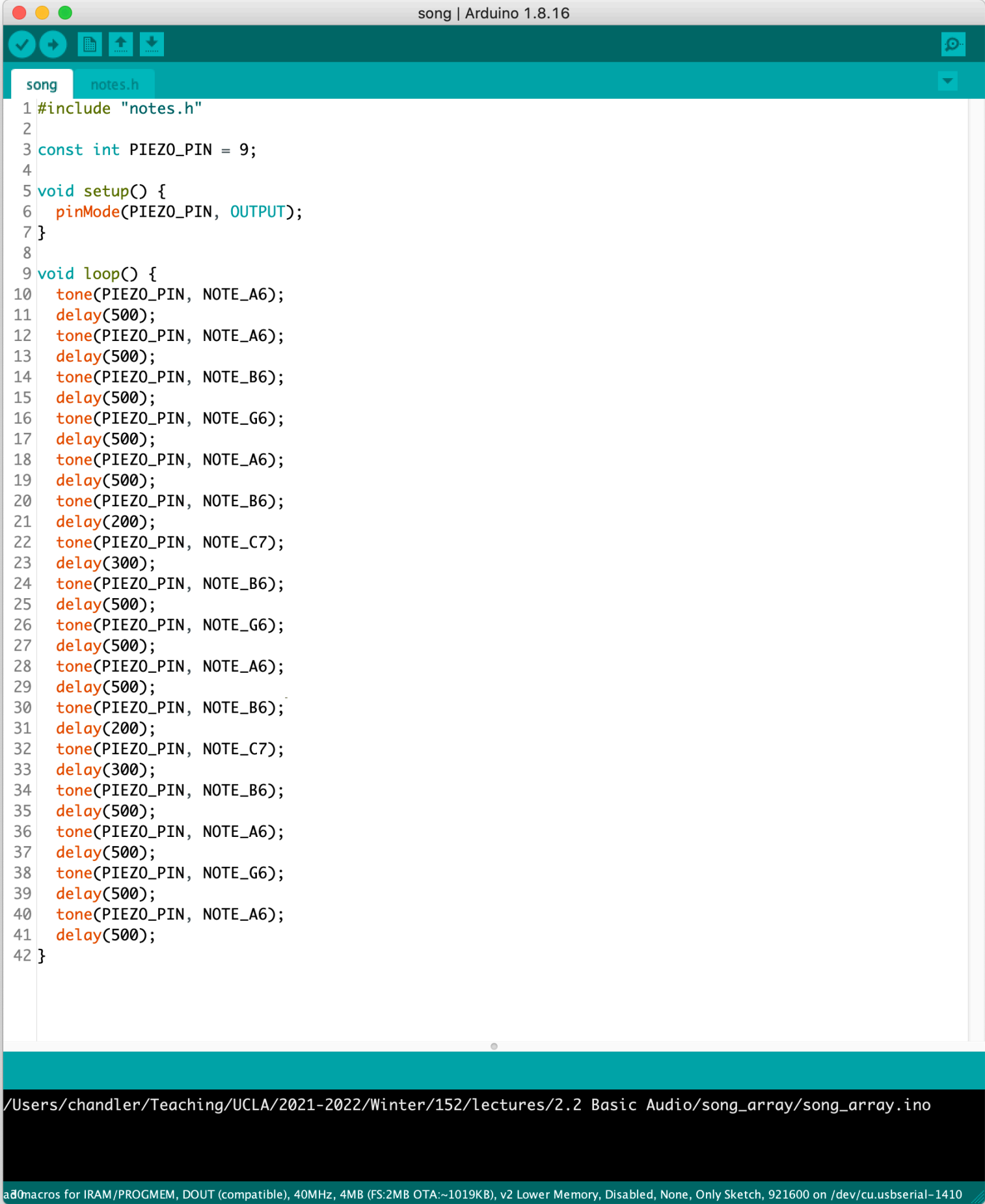


The image shows a screenshot of the Arduino IDE interface. The window title is 'tone | Arduino 1.8.10'. The top toolbar contains icons for checking, compiling, uploading, and downloading. The main editor area shows the following code:

```
1 const int PIEZO_PIN = 9;
2
3 void setup() {
4   pinMode(PIEZO_PIN, OUTPUT);
5 }
6
7 void loop() {
8   // pin to use, frequency, duration
9   tone(PIEZO_PIN, 1000, 500);
10 }
```

The status bar at the bottom indicates 'Done Saving.' and the board is 'Adafruit Feather 32u4 on /dev/cu.usbmodem14101'. The line number 10 is visible in the bottom left corner.

PLAY A TONE



PLAY A SONG

You can see a list of note values [here](#) in the simulator, pick the ones you want and paste them into the top of your code.

If you are using the Arduino IDE, you can include all the notes by adding it to your sketch folder using Sketch > Add File...

PLAY A SONG WITH AN ARRAY

```
song_array | Arduino 1.8.16
song_array notes.h
1 #include "notes.h"
2
3 const int PIEZO_PIN = 9;
4 int notes[] = {
5     NOTE_A6,
6     NOTE_A6,
7     NOTE_B6,
8     NOTE_G6,
9     NOTE_A6,
10    NOTE_B6,
11    NOTE_C7,
12    NOTE_B6,
13    NOTE_G6,
14    NOTE_A6,
15    NOTE_B6,
16    NOTE_C7,
17    NOTE_B6,
18    NOTE_A6,
19    NOTE_G6,
20    NOTE_A6
21 };
22 int noteCount = 16;
23
24 void setup() {
25     pinMode(PIEZO_PIN, OUTPUT);
26 }
27
28 void loop() {
29     for (int i = 0; i < noteCount ; i++) {
30         tone(PIEZO_PIN, notes[i]);
31         delay(500);
32     }
33     noTone(PIEZO_PIN);
34 }
```

Done Saving.

26 across for IRAM/PROGMEM, DOUT (compatible), 40MHz, 4MB (FS:2MB OTA:~1019KB), v2 Lower Memory, Disabled, None, Only Sketch, 921600 on /dev/cu.usbserial-1410