## Melodies

Type each block of code and press Run to hear it.

```
use_bpm 105
play 60; sleep 1
play 64; sleep 0.5
play 71; sleep 1
play 67; sleep 1
play 69; sleep 0.5
play 71; sleep 1
play 69; sleep 0.5
play 71; sleep 1
play 71; sleep 1
```

```
use_bpm 105
play_pattern_timed [60, 64, 71, 67, 71, 69, 71, 71],
[1, 0.5]
```

Sound pretty much the same? The only difference is the notes are played longer to match the sleeps. Oh and less typing!

```
use_bpm 105
live_loop :melody do
    use_synth :pluck
    play_pattern_timed [60, 64, 71, 67, 71, 69, 71, 71],
       [1, 0.5]
    sleep 1.5
end
```

```
use_bpm 105
live_loop :melody do
    use_synth :prophet
    play_pattern_timed [60, 64, 71, 67, 71, 69, 71, 71],
        [1, 0.5]
    sleep 1.5
    play_pattern_timed [60, 60, 71, 67, 71, 69, 71, 71].reverse,
        [1, 0.5]
    sleep 1.5
end
```