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Buzzer_Challenge_5__Student

This is the **student version** of **Challenge 5: Melodic Robot Tune**.

Follow the instructions to complete the challenge on your own.

```
In []: import rclpy
    from omni_robot_controller import OmniWheelControlNode # Import control nod
# Initialize ROS2 node
    rclpy.init()
    node = OmniWheelControlNode()
```

i ROS2 Node Initialization

This cell includes the correct libraries and initializes the OmniWheelControlNode for use with the challenges. Make sure ROS2 is installed and sourced in your environment.

Challenge 5: Melodic Robot Tune Objective

Program the buzzer to **play a simple melody** using a sequence of frequencies.

Instructions

1 Create a Melody

- Define a **list of frequencies** that represent musical notes.
- Use different values to create a simple melody.

2 Play Each Note

- Use a loop to play each frequency in the melody.
- Each frequency should play for 0.3 seconds.

3 Add Pauses Between Notes

• Insert **0.1 seconds of silence** between each note to create rhythm.

Available Functions & How to Use Them

** Define a Melody**

Store the sequence of frequencies in a list:

```
melody = [500, 700, 900, 700, 500]
```

** Play a Note**

node.play_buzzer(frequency, on_time, off_time, repeat)

Parameters:

- frequency: The note frequency in Hz.
- on time: Duration the note plays (0.3 seconds).
- off time: Delay before the next note (0.1 seconds).
- repeat : Number of times the note plays.

** Add a Pause Between Notes**

```
time.sleep(0.1)
```

Creates a short silence between each note.

Hints

Store the melody frequencies in a list.

Use a for loop to play each note.

Set on time = 0.3s and off time = 0.1s to maintain rhythm.

Experiment with different frequencies to create unique tunes.

** Example (Not a Solution)**

"The robot should play a sequence of five tones, each lasting 0.3 seconds with a 0.1-second break in between."

3. Debugging & Troubleshooting

Fill in the missing solutions:

Issue	Solution
Buzzer not playing?	
No sound?	
Syntax errors?	

4. Reflection

- What was the most **challenging** part of these activities?
- How can you **improve** your buzzer functions for **real-world applications**?
- What **new ideas** do you have for buzzer-based interactions in robotics?

In []: # Write your solution here