```arduino
int speakerPin = 8;
void setup() {
 pinMode(speakerPin, OUTPUT);
}
void loop() {
    tone(speakerPin, 262, 200); // plays a tone of 262Hz for 200ms
 delay(250); // wait 250 ms
  tone(speakerPin, 262, 200); // plays a tone of 294Hz for 200ms
 delay(250); // wait 250 ms
   tone(speakerPin, 415, 400); // plays a tone of 294Hz for 200ms
 delay(250); // wait 250 ms
 tone(speakerPin, 330, 200); // plays a tone of 330Hz for 200ms
 delay(250); // wait 250 ms
 tone(speakerPin, 262, 200); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
  tone(speakerPin,440,  200); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
   tone(speakerPin,493,  150); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
     tone(speakerPin,277,  350); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms


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 tone(speakerPin, 262, 200); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
  tone(speakerPin,466,  200); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
   tone(speakerPin,523,  150); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms
     tone(speakerPin,277,  350); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms


  tone(speakerPin,349,  1000); // plays a tone of 262Hz for 200ms
 delay(500); // wait 500 ms

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```

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   tone(speakerPin,277,  350); // plays a tone of 262Hz for 200ms
delay(500); // wait 500 ms




 tone(speakerPin,440,  1000); // plays a tone of 262Hz for 200ms
delay(500); // wait 500 ms




}
```