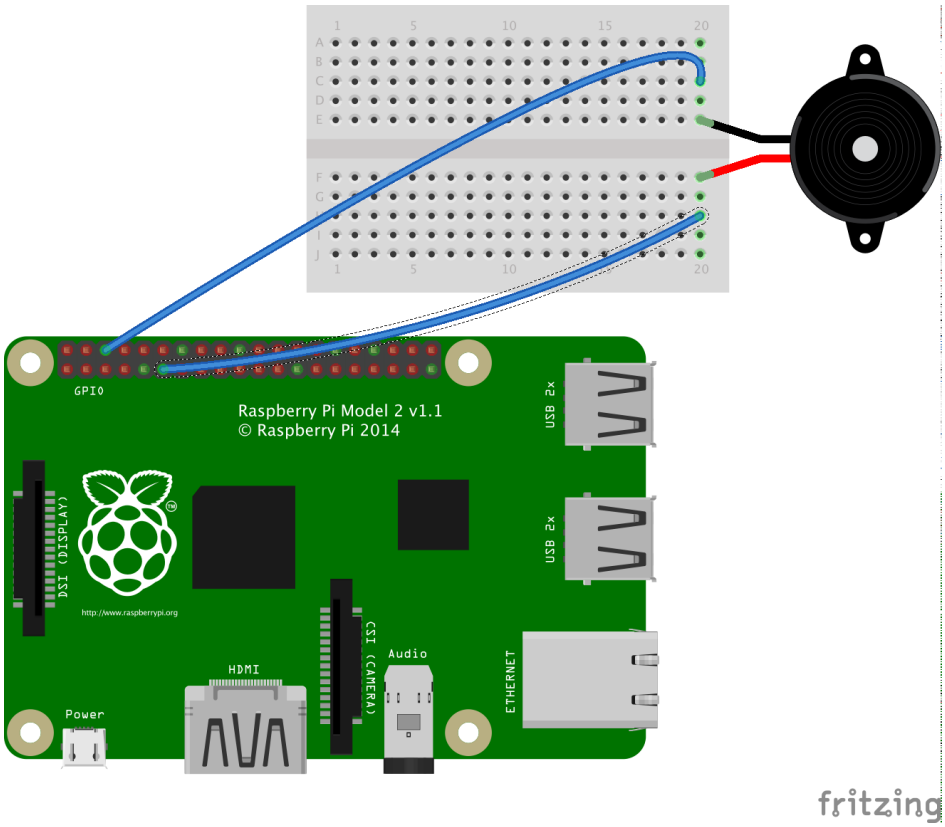
BUZZ BUZZER

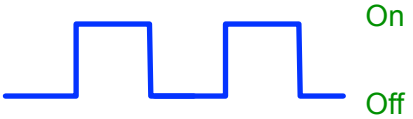



```
#First import the gpiozero library and load the buzzer functions
from gpiozero import Buzzer
# Import the time library's sleep function
from time import sleep

mybuzz = Buzzer(27) # Buzzer connected to GPIO27

mybuzz.on()
sleep(1)
mybuzz.off()
```

We can change the note that the buzzer makes by feeding it a square wave. In other words, turn it on and off quickly!



BUZZ BUZZER WITH python

```
# first import some helpful libraries
# This one lets us use buzzer with the GPIO pins
from gpiozero import Buzzer
# This one has useful time functions
from time import sleep

mybuzz = Buzzer(27) # The buzzer is on GPIO27 (pin13)

on_time = 0.001
off_time = 0.001
# Turn the buzzer on and off 100 times
mybuzz.beep(on_time,off_time,100,False)
```

Try adjusting the values of off_time and on_time that you use to see how it affects the sound.

Can you modify the code so that it plays a series of notes of increasing frequency?

What happens if you change False to True?

Can you modify the 'Reaction Time' code to include a buzzer that sounds when a player presses their button? Make it play a different note for each player