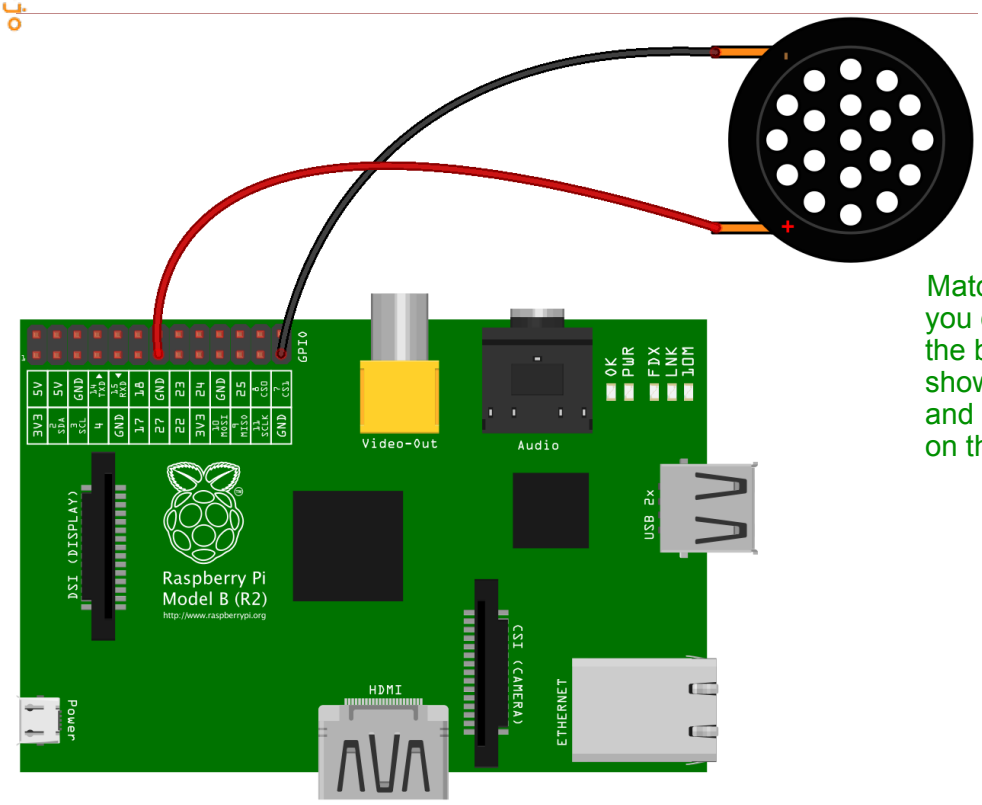
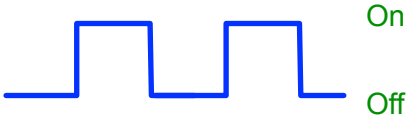
BUZZ BUZZER WITH SCRATCH

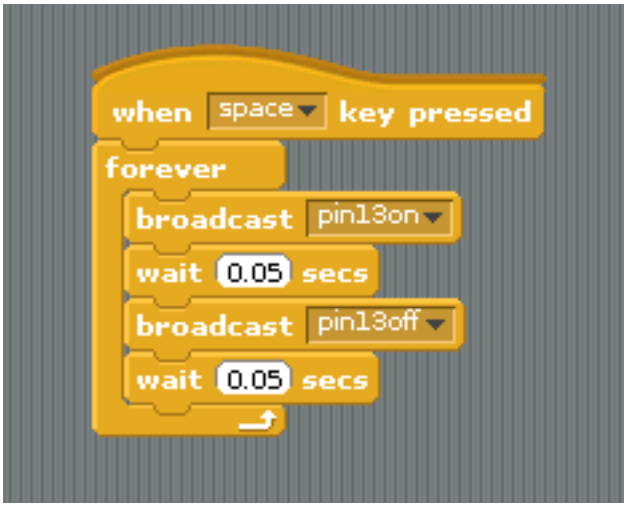


Match sure you connect the buzzer as shown (+ and - labels on the back)

Simply turning on the buzzer like we did with the led will not work. This is a passive piezo buzzer so we need to feed it a square waveform. In other words, turn it on and off quickly.



ScratchGPIO 6



How does it sound?

BUZZ BUZZER WITH python

Scratch is limited in how fast it can switch things. Python can do much better!

```
# 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