

**1→Alternately turn ON / OFF the BUZZER**

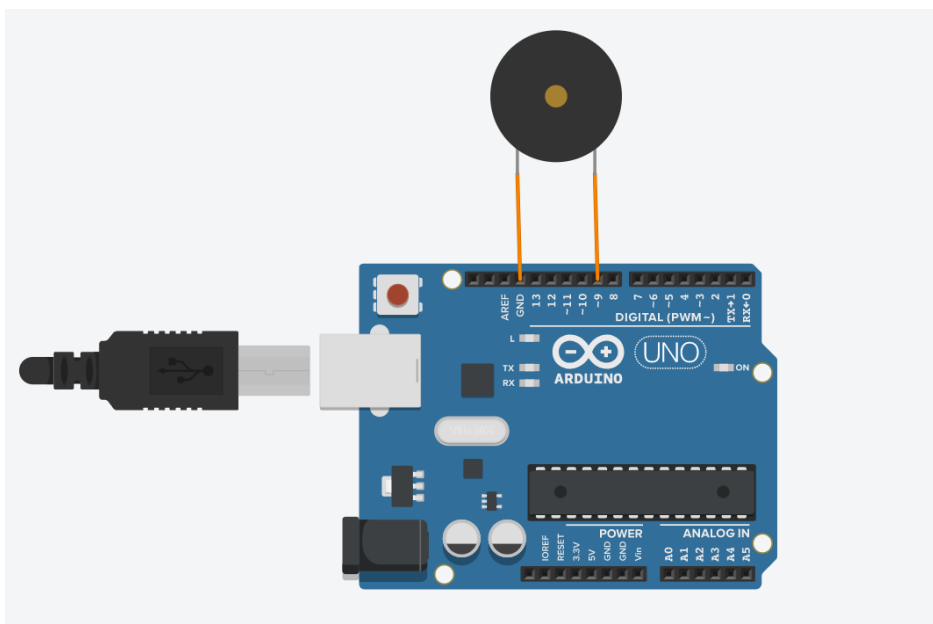
```
void setup()
{
  pinMode(9, OUTPUT);
}

void loop()
{
  for(int i=0; i<5; i++)
  {
    tone(9,440);

    delay(500);

    noTone(9);

    delay(500);
  }
}
```



## 2. Blink LED without using delay

```
int led_State = LOW;
long previousMillis = 0;

void setup()
{
    pinMode(9, OUTPUT);
}

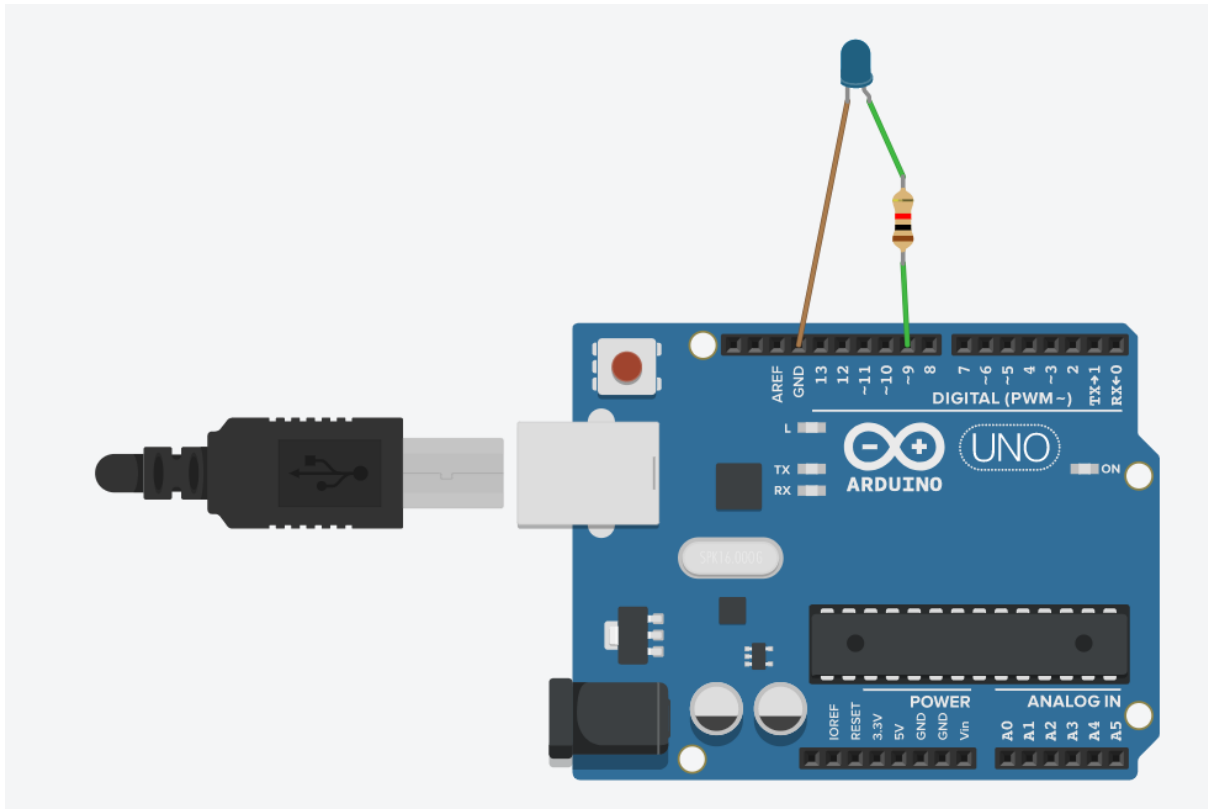
void loop()
{

    unsigned long currentMillis = millis();

    if(currentMillis - previousMillis > 1000)
    {
        previousMillis = currentMillis;

        if (led_State == LOW)
        {
            led_State = HIGH;
        }
        else
        {
            led_State = LOW;
        }

        digitalWrite(9, led_State);
    }
}
```



### 3. Demonstrate the use of input pull up

```
void setup()
{
    pinMode(2, INPUT_PULLUP);
    pinMode(9, OUTPUT);
}

void loop()
{
    int buttonState = digitalRead(2);
    if (buttonState == 0)
    {
        digitalWrite(9, HIGH);
    }
}
```

```

}

else

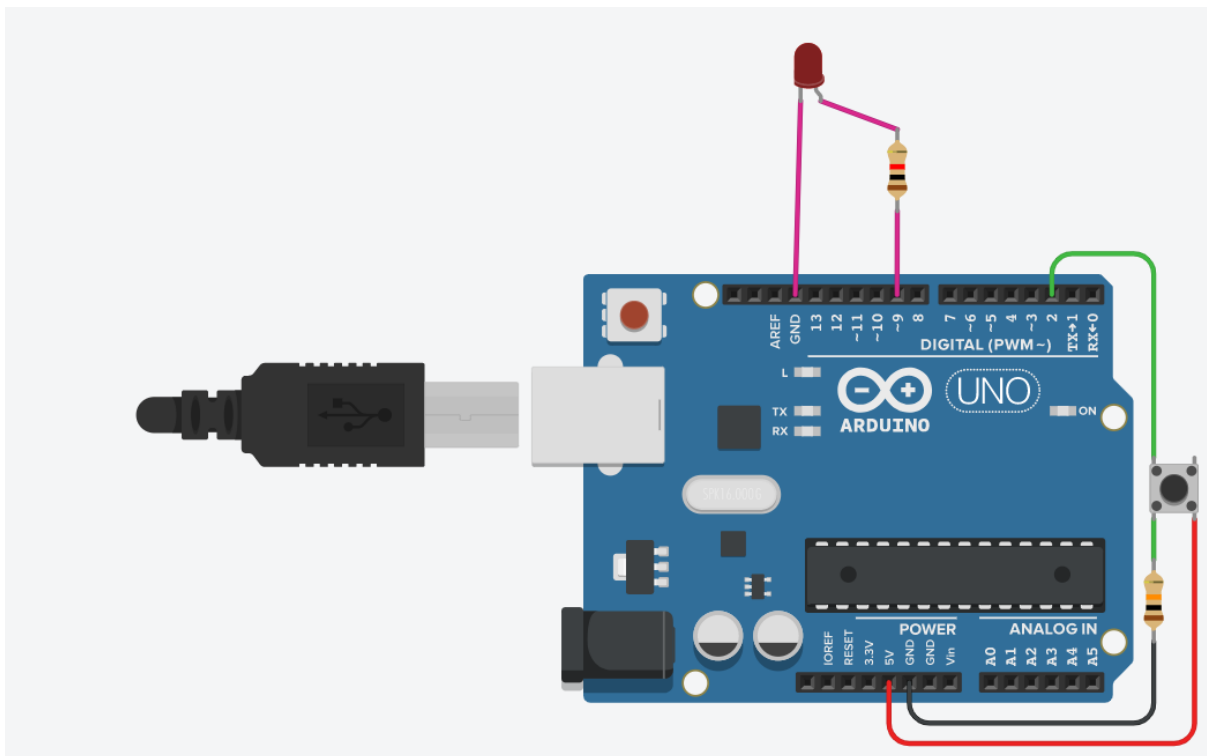
{

    digitalWrite(9, LOW);

}

}

```



#### 4. Traffic signal using RGB

```

void setup()

{

    pinMode(13, OUTPUT);//Red

    pinMode(12, OUTPUT);//Blue

    pinMode(11, OUTPUT);//Green

}

```

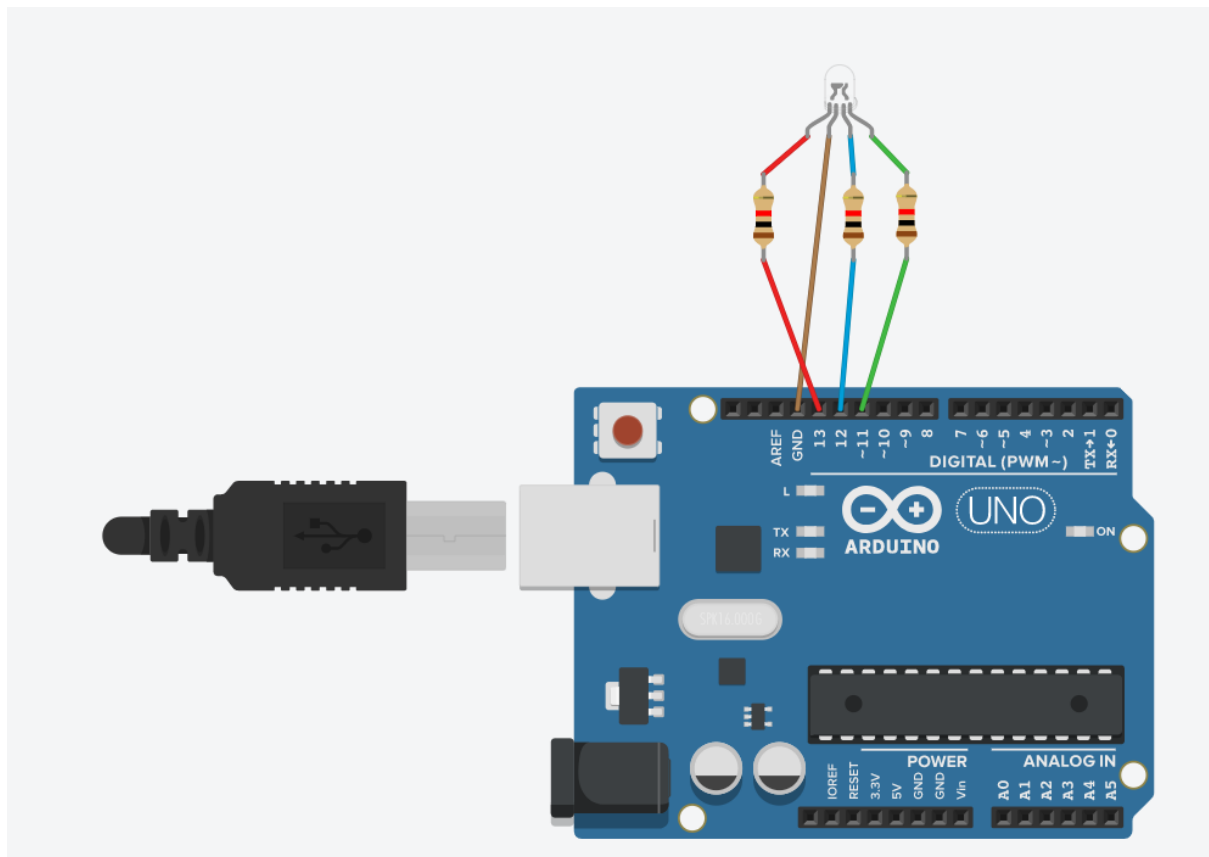
```
void loop()

{
  for (int i=0; i<5; i++)
  {
    digitalWrite(13, HIGH);
    delay(500);
    digitalWrite(13, LOW);
    delay(500);
  }

  digitalWrite(12, HIGH);
  delay(1000);
  digitalWrite(12, LOW);
  delay(500);

  for (int i=0; i<5; i++)
  {
    digitalWrite(11, HIGH);
    delay(500);
    digitalWrite(11, LOW);
    delay(500);
  }

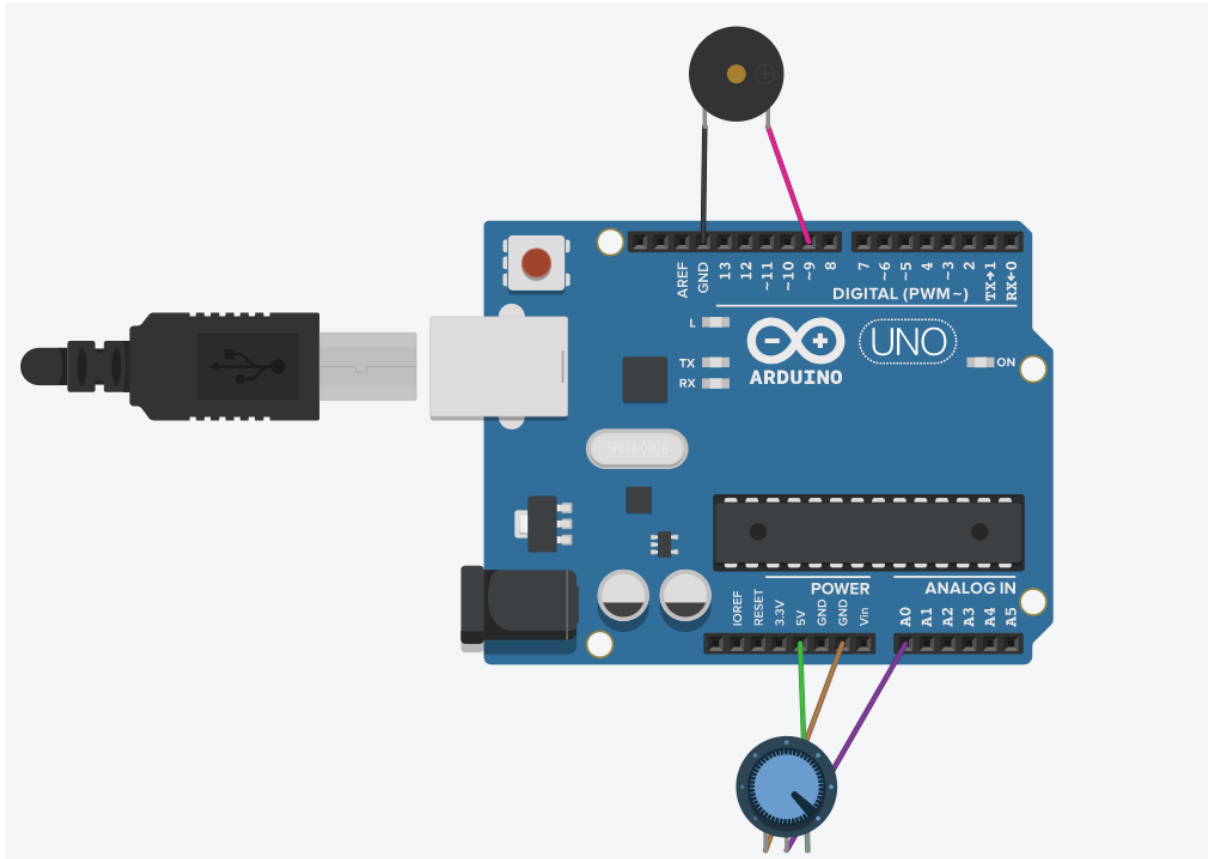
}
```



## 5. Control tone of buzzer with potentiometer

```
void setup()
{
  pinMode(A0, INPUT);
  pinMode(9, OUTPUT);
}

void loop()
{
  int sensorValue = analogRead(A0);
  tone(9,sensorValue);
  delay(500);
  noTone(9);
}
```



## 6. Play a tune when button is pressed

```
int buttonState = 0;
```

```
void setup()
```

```
{
```

```
  pinMode(2, INPUT);
```

```
  pinMode(9, OUTPUT);
```

```
}
```

```
void loop()
```

```
{
```

```
  buttonState = digitalRead(2);
```

```
  if (buttonState == 1)
```

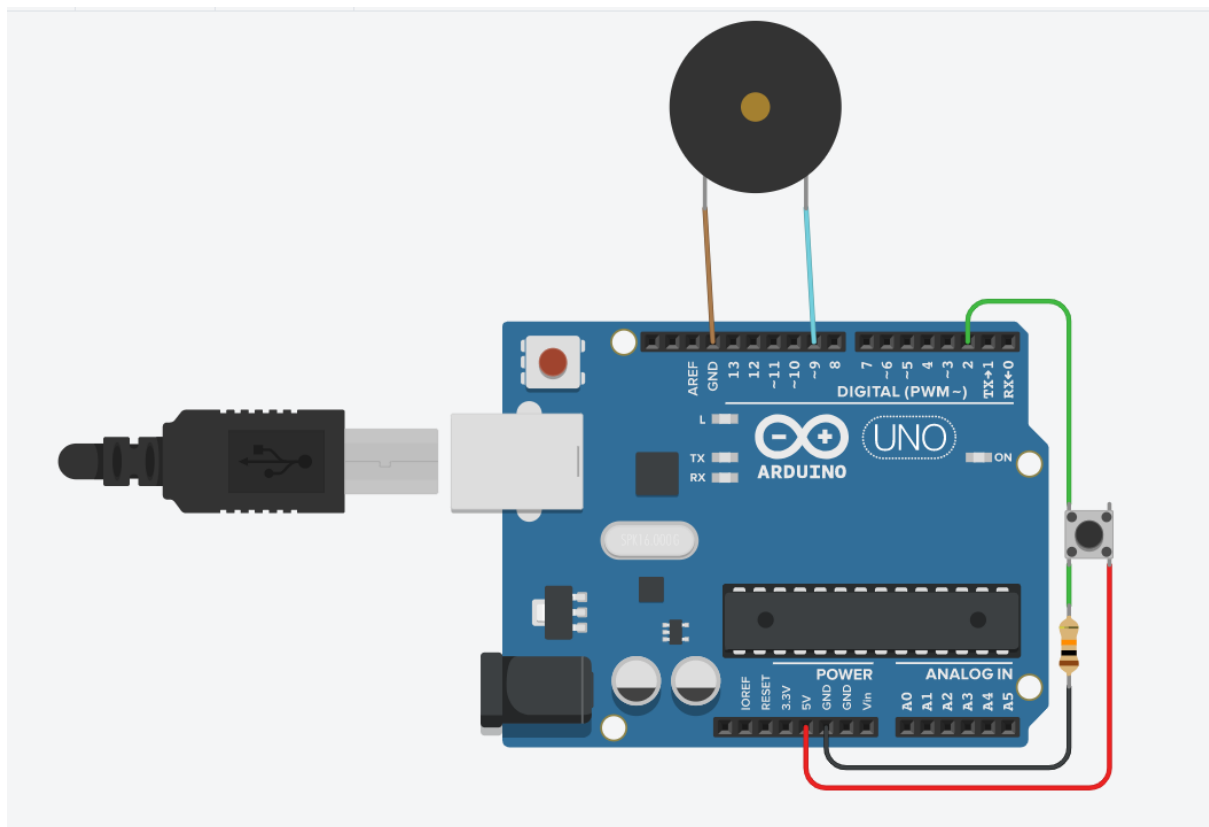
```

{
  tone(9, 440);
}

else
{
  noTone(9);
}

delay(10);
}

```



## 7. Traffic signal with a buzzer

```

void setup()
{
  pinMode(12, OUTPUT);//buzzer
  pinMode(11, OUTPUT);//red

```



```
pinMode(10, OUTPUT); //yellow  
pinMode(9, OUTPUT); //green  
}
```

```
void loop()  
{  
  digitalWrite(11, HIGH);  
  delay(4000);  
  digitalWrite(11, LOW);  
  tone(12, 770);  
  delay(1500);  
  noTone(12);
```

```
  for (int i=0; i<5; i++)  
  {  
    digitalWrite(10, HIGH);  
    delay(1000);  
    digitalWrite(10, LOW);  
    delay(1000);  
  }
```

```
  digitalWrite(9, HIGH);  
  delay(4000);  
  digitalWrite(9, LOW);  
  tone(12, 770);  
  delay(1500);  
  noTone(12);
```

}

