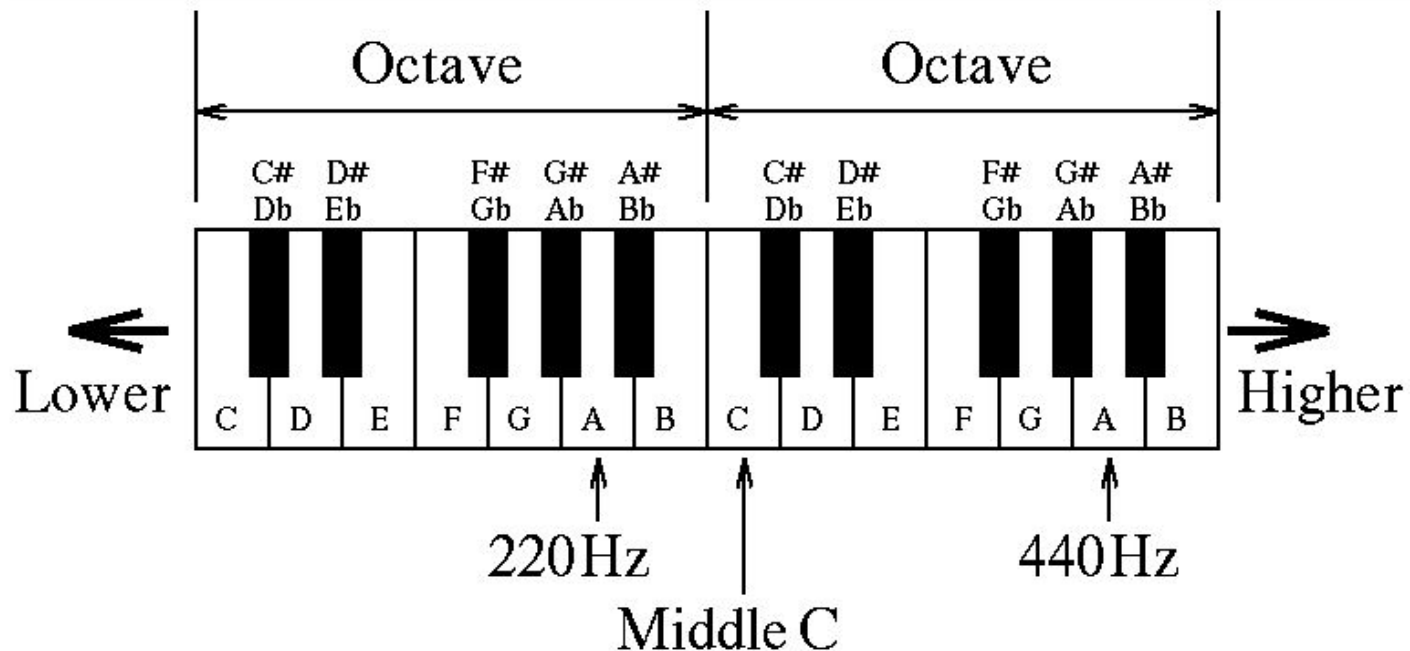




Write a C++ program to simulate a piano keyboard instrument.

- 1) Perform a research to find out the frequencies used to generate synthesizer key frequencies
- 2) Implement the piano [hint: use the Beep() / _sleep() function]
- 3) Provide a user friendly interface to simulate the keyboard [hint: use _kbhit()]
- 4) Music notes play for a short duration when key is pressed





Note	Musical designation	Frequency (in hertz)
A	A ₁	220.00
A sharp (or B flat)	A [#] or B ^b	233.08
B	B ₁	246.94
C (middle)	C	261.63
C sharp (or D flat)	C [#] or D ^b	277.18
D	D	293.66
D sharp (or E flat)	D [#] or E ^b	311.13
E	E	329.63
F	F	349.23
F sharp (or G flat)	F [#] or G ^b	369.99
G	G	392.00
G sharp (or A flat)	G [#] or A ^b	415.30
A	A	440.00
A sharp (or B flat)	A [#] or B ^b	466.16
B	B	493.88
C	C ¹	523.25