Sounds & Music - Tinkercad Circuits

Copy of (in-class) Arduino - sounds + music - starter

All changes saved

Text

1 (Arduino Uno R3)

```
16  #define NOTE_G  392 //Hz
17  #define NOTE_A  440 //Hz
18
19  const int SPEAKER=9;   //Speaker on Pin 9
20
21  const int BUTTON_C=7;  //Button Pin
22  const int BUTTON_D=6;  //Button Pin
23  const int BUTTON_E=5;  //Button Pin
24  const int BUTTON_G=4;  //Button Pin
25  const int BUTTON_A=3;  //Button Pin
26
27
28  void setup()
29  {
30    //No setup needed
31    //Tone function sets outputs
32  }
33
34  void loop()
35  {
36    while (digitalRead(BUTTON_C))
37      tone(SPEAKER, NOTE_C);
38    while(digitalRead(BUTTON_D))
39      tone(SPEAKER, NOTE_D);
40    while(digitalRead(BUTTON_E))
41      tone(SPEAKER, NOTE_E);
42    while(digitalRead(BUTTON_G))
43      tone(SPEAKER, NOTE_G);
44    while(digitalRead(BUTTON_A))
45      tone(SPEAKER, NOTE_A);
46
47    //Stop playing if all buttons have been released
48    noTone(SPEAKER);
49  }
```

Serial Monitor

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