

BUZZER

```
#include<lpc21xx.h>
```

```
unsigned int delay;
```

```
int main()
```

```
{
```

```
PINSEL0 = 0x00000000;
```

```
PINSEL1 = 0x00000000;
```

```
IO0DIR = 0x00000200;
```

```
while(1)
```

```
{
```

```
IO0CLR = 0x00000200;
```

```
for(delay=0; delay<50000;delay++);
```

```
for(delay=0; delay<50000;delay++);
```

```
IO0SET = 0x00000200;
```

```
for(delay=0; delay<50000;delay++);
```

```
for(delay=0; delay<50000;delay++);
```

```
}
```

```
}
```