

BUZZER

```
#include<LPC21xx.h>
```

```
Unsigned int delay;
```

```
Int main(){
```

```
    PINSEL0 = 0x00000000;
```

```
    PINSEL1 = 0x00000000;
```

```
    IO0DIR = 0x00000200;
```

```
    While(1){
```

```
        IO0CLR = 0x00000200;
```

```
        For(delay = 0; delay < 100000; delay++);
```

```
        For(delay = 0; delay < 100000; delay++);
```

```
        IO0SET = 0x00000200;
```

```
        For(delay = 0; delay < 100000; delay++);
```

```
        For(delay = 0; delay < 100000; delay++);
```

```
    }
```

```
}
```