

```
1
2 // Global variables
3 extern const unsigned long SAMPLE_RATE;
4 extern unsigned int sinArray[];
5 extern volatile unsigned long index;
6
7 // Turns sound off (sets period to 0)
8 void Sound_Off(void);
9
10 // Initialize sound array
11 void Sound_Init(void);
12
13 // Plays a note
14 // note will be converted to a frequency by the function
15 // only pass note number (ex. 0x49 for C)
16 void Sound_Play(unsigned int);
17
18 // Plays a note for a specified time
19 // Time is in milliseconds
20 void Sound_Play_Timing(unsigned int, unsigned long);
21
22 // Convert the note parameter to a frequency
23 // Should not be needed outside this class
24 unsigned long Sound_Note_To_Frequency(unsigned int);
25
```