

```
1  #include "inc/hw_types.h"
2  #include "driverlib/sysctl.h"
3  #include "lm3s1968.h"
4  #include "Sound.h"
5
6  //0x2a - UP, 0x20 - DOWN, 0x26 - LEFT, 0x25 - RIGHT, 0x1e - SELECT
7  unsigned int note;
8  void Piano_In (void) {
9      note = GPIO_PORTG_DATA_R & 0xF8;
10     if (note == 0xF0) { // UP
11         Sound_Play(0x2a);
12     } else if (note == 0xE8) { // DOWN
13         Sound_Play(0x20);
14     } else if (note == 0xD8) { // LEFT
15         Sound_Play(0x26);
16     } else if (note == 0xB8) { // RIGHT
17         Sound_Play(0x25);
18     } else if (note == 0x78) { // SELECT
19         Sound_Play(0x1e);
20     } else {
21         Sound_Off();
22     }
23 }
24
```