#include <Arduino.h>

#define C 261 // do

#define D 293 // re

#define E 329 // mi

#define F 349 // fa

#define G 391 // sol

#define A 440 // la

#define B 493 // si

// botoes

#define A\_BUTTON 6

#define B\_BUTTON 7

#define BUZZER 11

void setup(){

pinMode(A\_BUTTON, INPUT);

pinMode(B\_BUTTON, INPUT);

//TCCR2B = TCCR2B & 0b11111000 | 0x03;

}

bool is\_clicked(int button){

return digitalRead(button) == HIGH;

}

void play\_shit(){

analogWrite(BUZZER, C);

delay(1000);

analogWrite(BUZZER, D);

delay(1000);

analogWrite(BUZZER, E);

delay(1000);

analogWrite(BUZZER, F);

delay(1000);

}

void light\_led(){

digitalWrite(BUZZER, HIGH);

}

void test(){

if (is\_clicked(A\_BUTTON)) light\_led();

if (is\_clicked(B\_BUTTON)) light\_led();

}

void play(){

if(is\_clicked(A\_BUTTON)){

digitalWrite(BUZZER, HIGH);

delayMicroseconds(1.25);

analogWrite(BUZZER, LOW);

delayMicroseconds(1.25);

}

}

void loop(){

play();

// analogWrite(BUZZER, B/2);

// delay(1000);

// analogWrite(BUZZER, B/2);

// delay(1000);

// analogWrite(BUZZER, C/2);

// delay(1000);

// analogWrite(BUZZER, D/2);

// delay(1000);

}