#include <Servo.h> // Include servo library

Servo servoLeft; // Declare left servo signal

Servo servoRight; // Declare right servo signal

int PIEZOPIN = 5; // Declare pin that the piezo is connected to.

// One octave of notes between A4 and A5, for Piezo Greeting

int note\_A4 = 440;

int note\_As4 = 466; int note\_Bb4 = note\_As4;

int note\_B4 = 494;

int note\_C5 = 523;

int note\_Cs5 = 554; int note\_Db5 = note\_Cs5;

int note\_D5 = 587;

int note\_Ds5 = 622; int note\_Eb5 = note\_Ds5;

int note\_E5 = 659;

int note\_F5 = 698;

int note\_Fs5 = 740; int note\_Gb5 = note\_Fs5;

int note\_G5 = 784;

int note\_Gs5 = 830; int note\_Ab5 = note\_Gs5;

void setup()

{

pinMode(PIEZOPIN, OUTPUT); // Attach piezo to pin 5.

servoLeft.attach(13); // Attach left signal to pin 13

servoRight.attach(12); // Attach right signal to pin 12

servoLeft.writeMicroseconds(1500); // Calibrate left servo-- 1000(most ccw) to 2000 (most cw)

servoRight.writeMicroseconds(1500); // Calibrate right servo

}

void loop()

{

// turnRight();

// delay(500);

// turnLeft();

// delay(500);

dance();

chorus();

delay(2000);

bridge();

delay(250);

bridge();

delay(2000);

}

void turnRight()

{

servoLeft.writeMicroseconds(1700);

servoRight.writeMicroseconds(1700);

}

void turnLeft()

{

servoLeft.writeMicroseconds(1300);

servoRight.writeMicroseconds(1300);

}

void forward()

{

servoLeft.writeMicroseconds(1700);

servoRight.writeMicroseconds(1300);

}

void backward()

{

servoLeft.writeMicroseconds(1300);

servoRight.writeMicroseconds(1700);

}

void chorus()

{

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 1000);

delay(1000);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_G5, 1500);

delay(1000);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 1250);

delay(1250);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 1000);

delay(1000);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 1000);

delay(1000);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_G5, 1500);

delay(1000);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 1250);

delay(1250);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_D5, 500);

}

void bridge()

{

tone(PIEZOPIN, note\_C5, 1000);

delay(500);

tone(PIEZOPIN, note\_A4, 500);

delay(250);

tone(PIEZOPIN, note\_G5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 3500);

delay(1250);

tone(PIEZOPIN, note\_G5, 500);

delay(250);

tone(PIEZOPIN, note\_E5, 250);

delay(125);

tone(PIEZOPIN, note\_D5, 250);

delay(125);

tone(PIEZOPIN, note\_C5, 250);

delay(125);

tone(PIEZOPIN, note\_D5, 4000);

delay(1500);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 500);

delay(250);

tone(PIEZOPIN, note\_C5, 500);

delay(250);

tone(PIEZOPIN, note\_A4, 500);

delay(250);

tone(PIEZOPIN, note\_G5, 500);

delay(250);

tone(PIEZOPIN, note\_E5, 250);

delay(125);

tone(PIEZOPIN, note\_D5, 250);

delay(125);

tone(PIEZOPIN, note\_C5, 250);

delay(125);

tone(PIEZOPIN, note\_E5, 500);

delay(250);

tone(PIEZOPIN, note\_G5, 650);

delay(500);

tone(PIEZOPIN, note\_E5, 250);

delay(125);

tone(PIEZOPIN, note\_D5, 250);

delay(125);

tone(PIEZOPIN, note\_C5, 250);

delay(125);

tone(PIEZOPIN, note\_D5, 500);

}

void dance()

{

turnRight();

delay(500);

turnLeft();

delay(500);

}