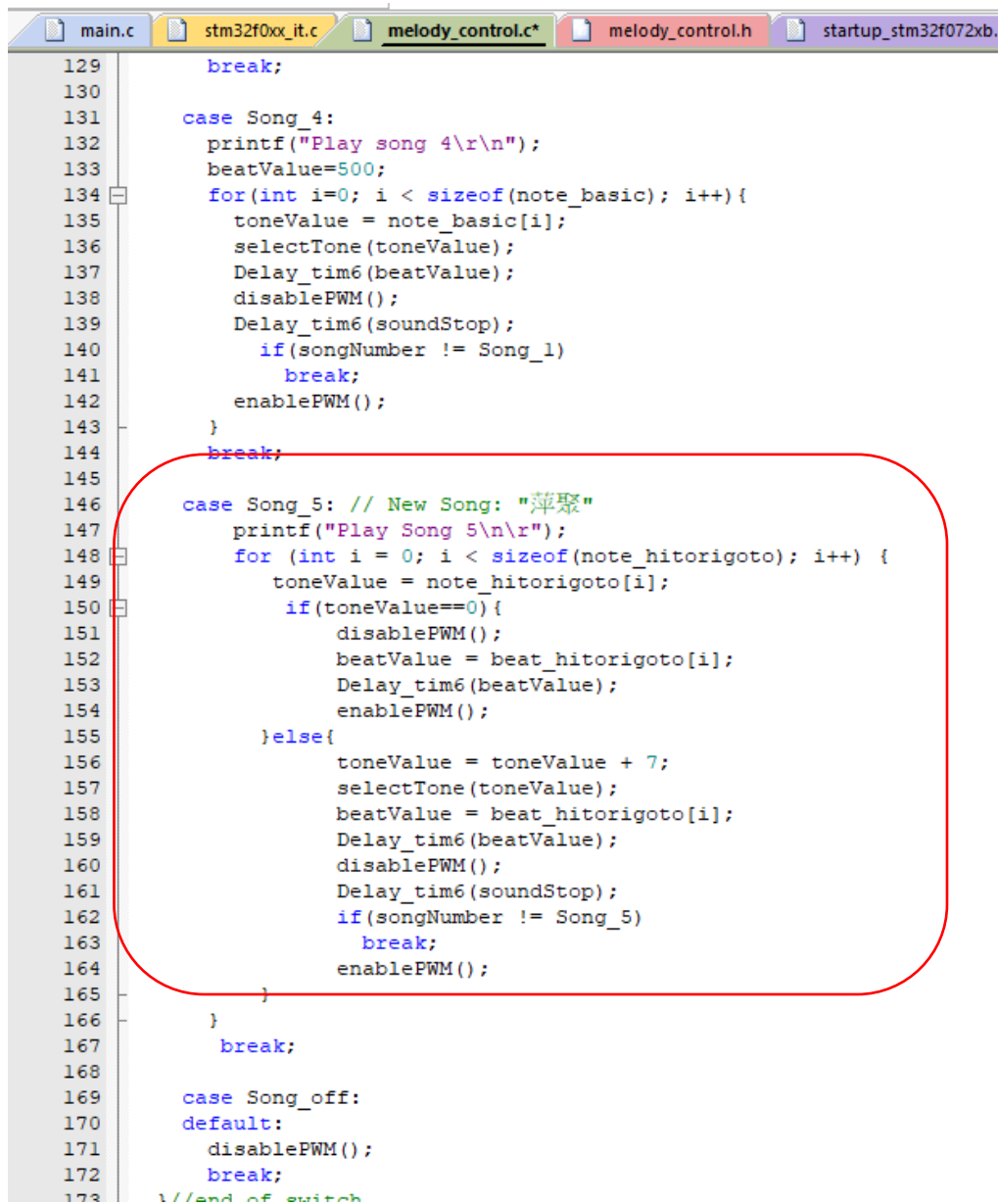


```

183  /*
184  void EXTI2_3_IRQHandler(void)
185  {
186      /* USER CODE BEGIN EXTI2_3_IRQn 0 */
187      if(( EXTI->PR & 0x1ul<<2)==(0x1ul<<2)) {
188          printf("PB.2 int.\n\r");
189          songNumber = Song_5;
190          EXTI->PR |= (0x1ul<<2);
191      } else if(( EXTI->PR & 0x1ul<<3)==(0x1ul<<3)) {
192          printf("PB.3 int.\n\r");
193          songNumber = Song_3;
194          EXTI->PR |= (0x1ul<<3);
195      }
196

```



```

main.c  stm32f0xx_it.c  melody_control.c*  melody_control.h  startup_stm32f072xb.
129      break;
130
131      case Song_4:
132          printf("Play song 4\r\n");
133          beatValue=500;
134          for(int i=0; i < sizeof(note_basic); i++){
135              toneValue = note_basic[i];
136              selectTone(toneValue);
137              Delay_tim6(beatValue);
138              disablePWM();
139              Delay_tim6(soundStop);
140              if(songNumber != Song_1)
141                  break;
142              enablePWM();
143          }
144          break;
145
146      case Song_5: // New Song: "萍聚"
147          printf("Play Song 5\r\n");
148          for (int i = 0; i < sizeof(note_hitorigoto); i++) {
149              toneValue = note_hitorigoto[i];
150              if(toneValue==0){
151                  disablePWM();
152                  beatValue = beat_hitorigoto[i];
153                  Delay_tim6(beatValue);
154                  enablePWM();
155              }else{
156                  toneValue = toneValue + 7;
157                  selectTone(toneValue);
158                  beatValue = beat_hitorigoto[i];
159                  Delay_tim6(beatValue);
160                  disablePWM();
161                  Delay_tim6(soundStop);
162                  if(songNumber != Song_5)
163                      break;
164                  enablePWM();
165              }
166          }
167          break;
168
169      case Song_off:
170      default:
171          disablePWM();
172          break;
173  } //end of switch

```

