const int switchPin = 2;

const int bellPin = 7;

int bellState = LOW;

int switchState=LOW;

int lastswitchState = LOW;

unsigned long lastDebounceTime = 0;

unsigned long debounceDelay = 10;

void setup() {

pinMode(switchPin, INPUT);

pinMode(bellPin, OUTPUT);

digitalWrite(bellPin, bellState);

}

void loop() {

int reading = digitalRead(switchPin);

if (reading != lastswitchState) {

lastDebounceTime = millis();

}

if ((millis() - lastDebounceTime) > debounceDelay) {

if (reading != switchState) {

switchState = reading;

if (switchState == HIGH) {

bellState = !bellState;

}

}

}

digitalWrite(bellPin, bellState);

lastswitchState = reading;

}