```
#define NOTE_C 262
#define NOTE_D 294
#define NOTE_E 330
#define NOTE_F 349
#define NOTE_G 392
#define NOTE_A 440
#define NOTE_B 493

#define ACTIVATED LOW

const int PIEZO = 11;
const int LED = 13;

const int BUTTON_C = 10;
const int BUTTON_D = 9;
const int BUTTON_E = 8;
const int BUTTON_F = 7;
const int BUTTON_G = 6;
const int BUTTON_A = 5;
const int BUTTON_B = 4;

void setup()
{
  pinMode(LED, OUTPUT);
  pinMode(BUTTON_C, INPUT);
  digitalWrite(BUTTON_C, HIGH);
  pinMode(BUTTON_D, INPUT);
  digitalWrite(BUTTON_D, HIGH);
  pinMode(BUTTON_E, INPUT);
  digitalWrite(BUTTON_E, HIGH);
  pinMode(BUTTON_F, INPUT);
  digitalWrite(BUTTON_F, HIGH);
  pinMode(BUTTON_G, INPUT);
  digitalWrite(BUTTON_G, HIGH);
  pinMode(BUTTON_A, INPUT);
  digitalWrite(BUTTON_A, HIGH);
  pinMode(BUTTON_B, INPUT);
  digitalWrite(BUTTON_B, HIGH);

  digitalWrite(LED, LOW);
}

void loop()
```

```
{
  while(digitalRead(BUTTON_C) == ACTIVATED)
  {
    tone(PIEZO,NOTE_C);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_D) == ACTIVATED)
  {
    tone(PIEZO,NOTE_D);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_E) == ACTIVATED)
  {
    tone(PIEZO,NOTE_E);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_F) == ACTIVATED)
  {
    tone(PIEZO,NOTE_F);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_G) == ACTIVATED)
  {
    tone(PIEZO,NOTE_G);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_A) == ACTIVATED)
  {
    tone(PIEZO,NOTE_A);
    digitalWrite(LED,HIGH)
  }
  while(digitalRead(BUTTON_B) == ACTIVATED)
  {
    tone(PIEZO,NOTE_B);
    digitalWrite(LED,HIGH)
  }

  noTone(PIEZO);
  digitalWrite(LED,LOW);

}
```