



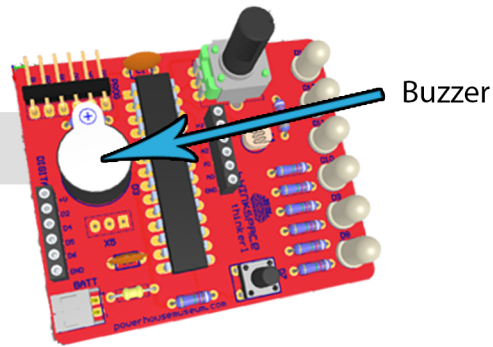
# Thinker1 The Buzzer

Activity One

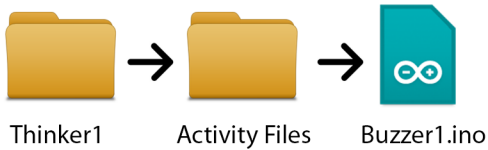
## What are we doing?

We will produce a series of tones with the buzzer on the thinker1 board.

## What parts of the board will you be using?



## What files will we be using?



## Instructions

### Step 1

Open the file:  Buzzer1.ino

### Step 2

Look for the comment `//play a tone with the buzzer` and insert this code underneath;

```
tone(buzzerPin, 659, 20);
```

This will tell the buzzer to play a tone, 659 is the frequency (or pitch) of the tone and 20 is the duration. Try changing the frequency of the tone.

### Step 3

Look for the comment `//wait before playing again` and insert this code underneath;

```
delay(200);
```

This inserts a delay so that we can have some silence between the notes, once again 200 refers to the duration of the delay.

### Step 4

We can now start to construct a musical phrase by using different frequencies, note durations and delays. Try something like this;

```
tone(buzzerPin, 659, 20);
delay(200);
tone(buzzerPin, 165, 50);
delay(100);
tone(buzzerPin, 400, 80);
delay(200);
```

## Program Logic

