



# Thinker1 The Buzzer

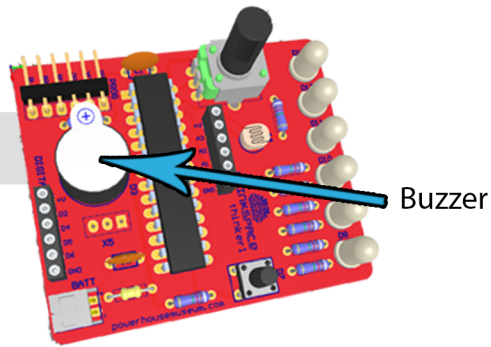
Activity Three

## What are we doing?

We will make music using 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:  Buzzer3.ino

### Step 2

In this file we have set up variables for a range of notes, each note looks like this; `#define NOTE_G3 196`

Look for the comment `// notes in the melody` below this line is an array containing all the notes in the melody, presented in the order they will be played.

Look for the comment `// note durations: 4=quarter note, 8=eighth note...` Below this line is another array which contains the note durations (or lengths). Once again these are presented in the order they will be played.

### Step 3

Try editing each of these arrays in order to change the music.

Making changes to the notes array will change the pitch of the notes.

Making changes to the durations array will affect the rhythm of the melody.

### Step 4

If you are musical (or even if you aren't) have a go at using our variables and arrays to create your own musical masterpiece.

## Program Logic

