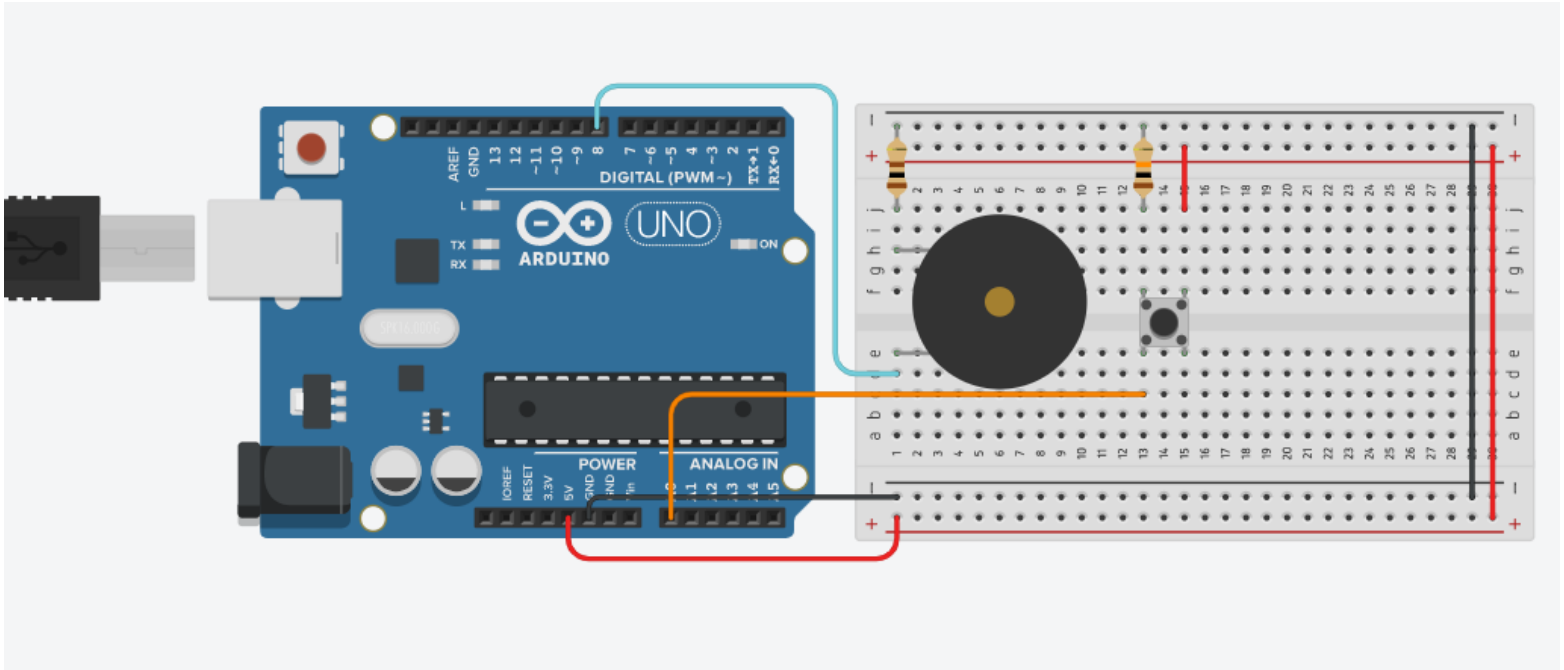


## Reference: Piezo Speaker

### Circuit



### Option 1: Code with Push Button

```
/*
  Keyboard

  Plays a pitch that changes based on a changing
  input circuit:
  * 3 pushbuttons from +5V to analog in 0 through
  3
  * 3 10K resistors from analog in 0 through 3 to
  ground
  * 8-ohm speaker on digital pin 8
  */

int pos = 0;

void setup()
{
  pinMode(A0, INPUT);
  pinMode(8, OUTPUT);
}

void loop()
{
  // if button press on A0 is detected
  if (digitalRead(A0) == HIGH) {
    tone(8, 440, 100); // play tone 57 (A4 = 440 Hz)
  }

  delay(10); // Delay a little bit to improve simulation performance
}
```

## Option 2: Code without using a Push Button

Use code: `digitalWrite ("name of the object", HIGH); = ON`

`digitalWrite ("name of the object, LOW); = OFF`

Exemple

```
int speaker = 8;          //speaker is hooked into digital port 8
```

```
digitalWrite (speaker, HIGH);
```

```
delay (1000);
```

```
digitalWrite (speaker,LOW);
```