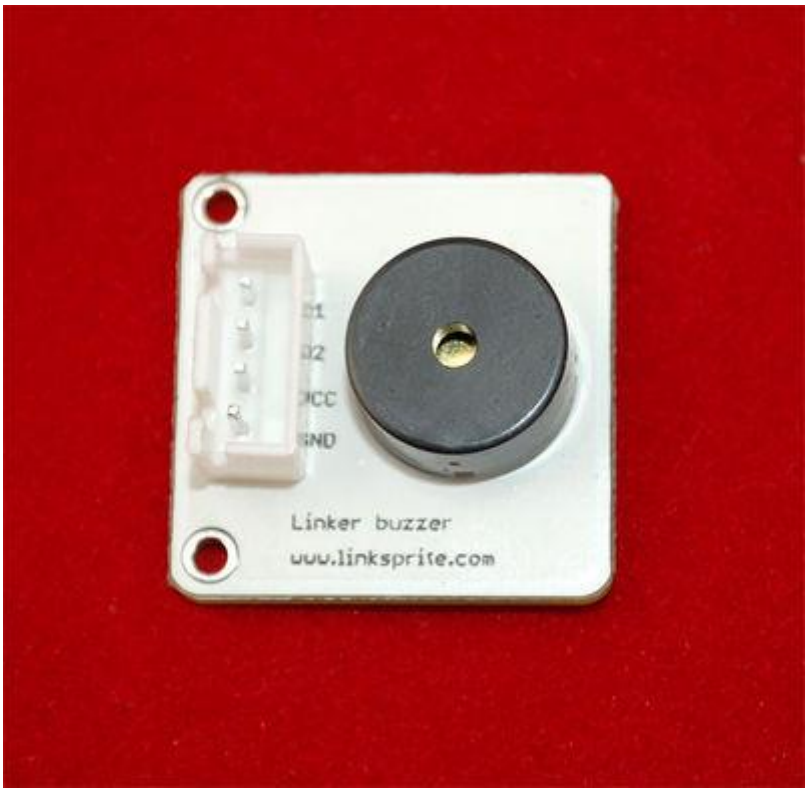
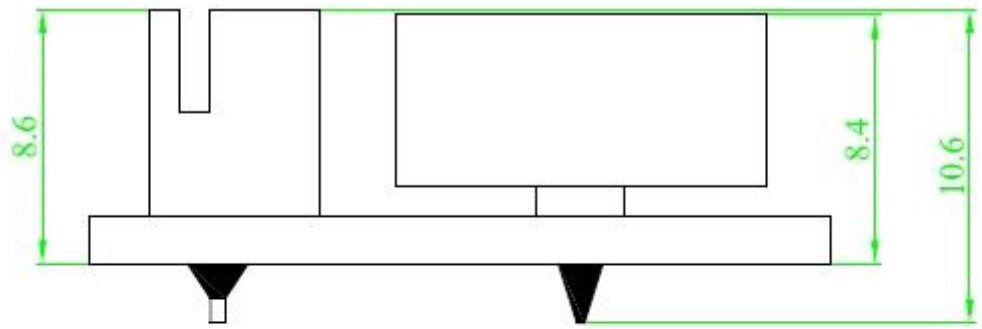
Linker Kit Platine mit Buzzer

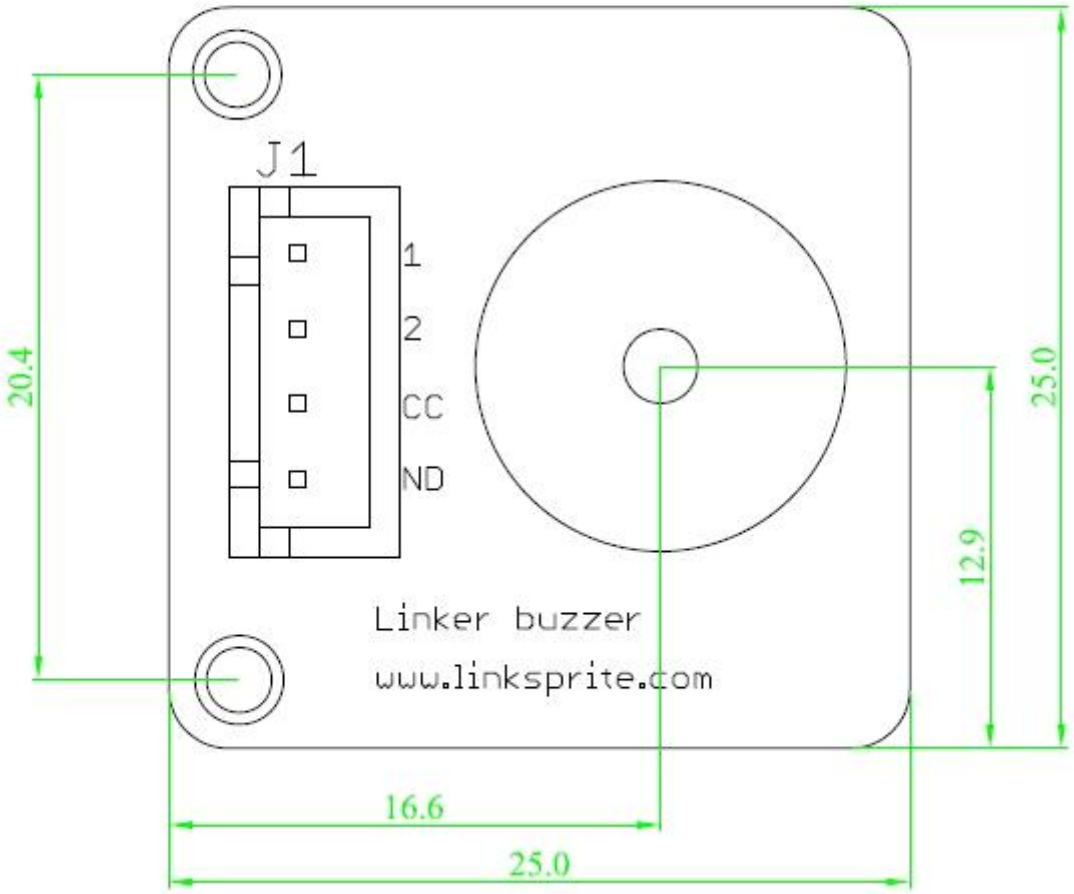
This buzzer module will generate around the audible 2kHz range.



Features

Dimensions: 25.0×25.0×10.6mm





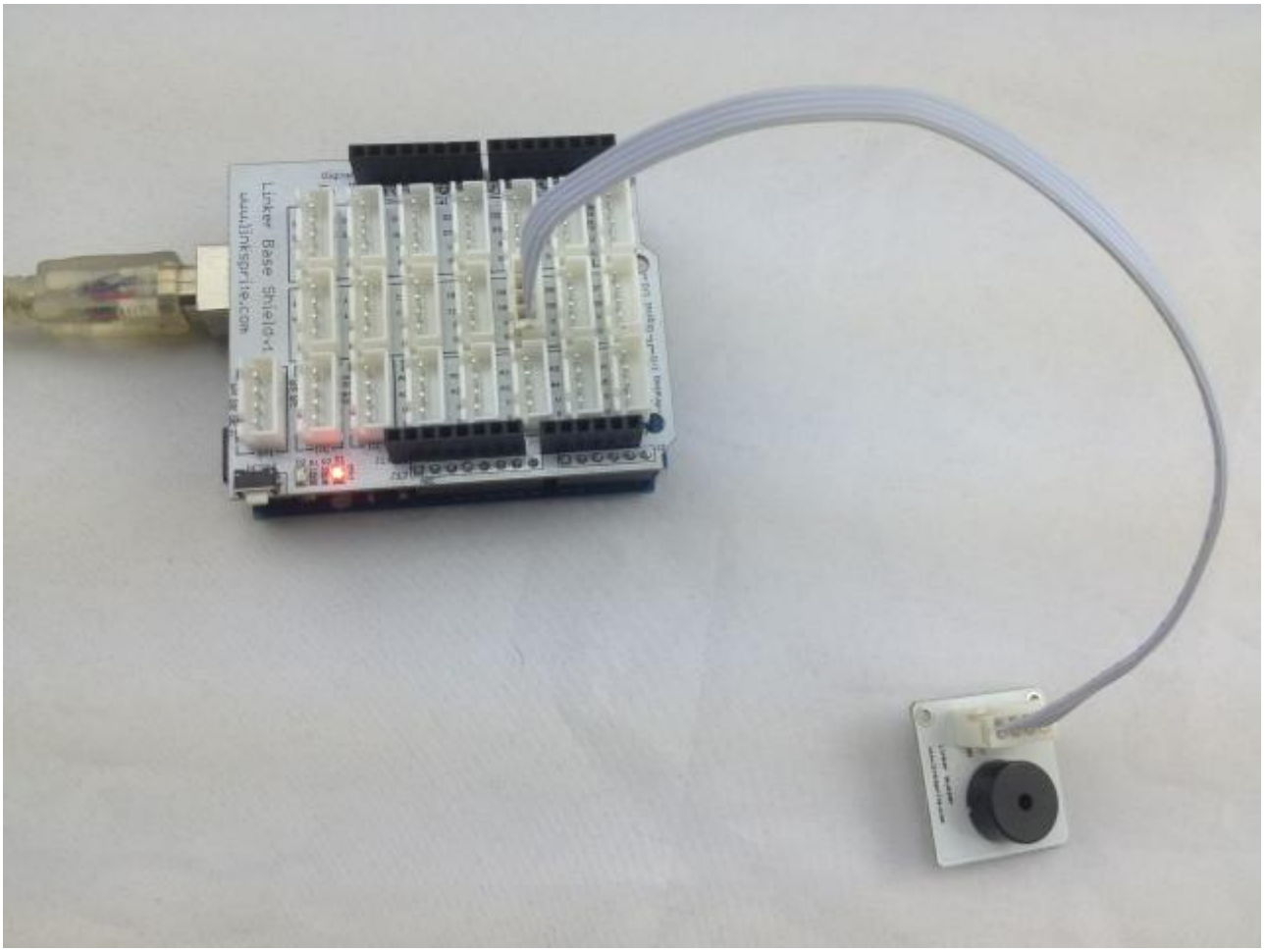
Schematics

- Schematics

Application Ideas

```
int speakerPin = 9;
int length = 15; // the number of notes
char notes[] = "ccggaagffeeddc "; // a space represents a rest
int beats[] = { 1, 1, 1, 1, 1, 1, 2, 1, 1, 1, 1, 1, 1, 2, 4 };
int tempo = 300;
//////////////////////////////////////////////////////
```

```
void playTone(int tone, int duration)
{
  for (long i = 0; i < duration * 1000L; i += tone * 2)
  {
      digitalWrite(speakerPin, HIGH);
      delayMicroseconds(tone);
      digitalWrite(speakerPin, LOW);
      delayMicroseconds(tone);
  }
}
////////////////////////////////////////////////
void playNote(char note, int duration)
{
  char names[] = { 'c', 'd', 'e', 'f', 'g', 'a', 'b', 'C' };
  int tones[] = { 1915, 1700, 1519, 1432, 1275, 1136, 1014, 956 };     //
play the tone corresponding to the note name
  for (int i = 0; i < 8; i++)
  {
    if (names[i] == note)
    {
        playTone(tones[i], duration);
    }
  }
}
////////////////////////////////////////////
void setup()
{
  pinMode(speakerPin, OUTPUT);
  pinMode(11, OUTPUT);
  digitalWrite(11, LOW);
}
////////////////////////////////////////////
void loop()
{
  for (int i = 0; i < length; i++)
  {
     if (notes[i] == ' ')
     {
         delay(beats[i] * tempo); // rest
     }
     else
     {
        playNote(notes[i], beats[i] * tempo);
     }       // pause between notes
     delay(tempo / 2);
  }
}
```


Linker Base Shield v1
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