## Magnetic Motion Robot (MMR): How to use the Buzzer

	46 void loop(){
	47
duino Program	<pre>48 for(int index=0;index<numleds;index++)< pre=""></numleds;index++)<></pre>
	49 {
itialize MMR	50 Strip_1.setPixelColor(index, Strip_1.Color(0, 0, 2
	51 }
rever	52 Strip_1.show();
set led_strip color to R 0 G 0 B 255	<pre>53 playTone(PINBUZZER, 440, 500);</pre>
	54 for(int index=0;index <numleds;index++) 55 {</numleds;index++) 
play tone on note A4 duration 500 millisecs	56 Strip 1.setPixelColor(index, Strip 1.Color(0, 255,
play tone on note A4 duration 500 minisets	57 }
set led_strip color to R 0 G 255 B 0	58 Strip 1.show();
	59 delay(200);
delay 200 millisecs	<pre>60 playTone (PINBUZZER, 440, 500);</pre>
	<pre>61 for(int index=0;index<numleds;index++)< pre=""></numleds;index++)<></pre>
play tone on note (A4*) duration (500) millisecs	62 {
	63 Strip_1.setPixelColor(index, Strip_1.Color(0, 0, 2
set led_strip color to R 0 G 0 B 255	64 }
	<pre>65 Strip_1.show();</pre>
delay 200 millisecs	66 delay(200);
	67 playTone (PINBUZZER, 440, 500);
play tone on note (A4Y duration (500 millisecs	<pre>68 for(int index=0;index<numleds;index++)< pre=""></numleds;index++)<></pre>
	69 {
set led_strip color to R 0 G 255 B 0	70 Strip_1.setPixelColor(index, Strip_1.Color(0, 255, )
	71 }
delay 200 millisecs	72 Strip_1.show();
	73 delay(200);

## **Teachers**

The code "DemoBuzzer.sb2" plays the Star Wars Imperial March while the LED strip switches on and off. The code is very simple as you can see in the block section in the image:

- Initialize the Magnetic Motion Robot (MMR).
- The block "forever" (loop in the Arduino code).
- The code block "play tone", plays the specified note during a specified interval in milliseconds.

## <u>Kids</u>

## **ACTIVITY 1**

Search for the Star Wars Theme and program the MMR to play it.