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```
"""This example plays two tones for 1 second each. Note that the tones are not in a loop - this is  
to prevent them from playing indefinitely!"""
```

```
from adafruit_circuitplayground import cp
```

```
cp.play_tone(1000, 2)
```

```
cp.play_tone(500, 1)
```

```
cp.play_tone(1000, 2)
```

```
cp.play_tone(500, 1)
```