

```
#define T_C 262
#define T_D 294
#define T_E 330
#define T_F 349
#define T_G 392
#define T_A 440
#define T_B 493
```

```
int red = 2;
int blue = 12;
int green = 3;
const int C = 10;
const int D = 9;
const int E = 8;
const int F = 7;
const int G = 6;
const int A = 5;
const int B = 4;
```

```
const int Buzz = 11;
const int LED = 13;
```

```
void setup()
{
  pinMode(LED, OUTPUT);
  pinMode(red, OUTPUT);
  pinMode(blue, OUTPUT);
  pinMode(green, OUTPUT);
  pinMode(C, INPUT);
  digitalWrite(C,HIGH);

  pinMode(D, INPUT);
  digitalWrite(D,HIGH);

  pinMode(E, INPUT);
  digitalWrite(E,HIGH);

  pinMode(F, INPUT);
  digitalWrite(F,HIGH);

  pinMode(G, INPUT);
  digitalWrite(G,HIGH);

  pinMode(A, INPUT);
```

```
digitalWrite(A,HIGH);

pinMode(B, INPUT);
digitalWrite(B,HIGH);

digitalWrite(LED,LOW);
}

void loop()
{
analogWrite(red,0);
  analogWrite(blue,0);
  analogWrite(green,0);
while(digitalRead(C) == LOW)

{
  tone(Buzz,T_C);
  analogWrite(red,255);
  analogWrite(blue,0);
  analogWrite(green, 140);
  digitalWrite(LED,HIGH);
}

while(digitalRead(D) == LOW)
{
  tone(Buzz,T_D);
  digitalWrite(LED,HIGH);
  analogWrite(red,255);
  analogWrite(blue,0);
  analogWrite(green,255);

}

while(digitalRead(E) == LOW)
{
  tone(Buzz,T_E);
  digitalWrite(LED,HIGH);
  analogWrite(red,0);
  analogWrite(blue,0);
  analogWrite(green,255);
}

while(digitalRead(F) == LOW)
{
```

```
tone(Buzz,T_F);
digitalWrite(LED,HIGH);
analogWrite(red,0);
analogWrite(blue,255);
analogWrite(green,0);
}

while(digitalRead(G) == LOW)
{
tone(Buzz,T_G);
digitalWrite(LED,HIGH);
analogWrite(red,238);
analogWrite(blue,238);
analogWrite(green,130);
}

while(digitalRead(A) == LOW)
{
tone(Buzz,T_A);
digitalWrite(LED,HIGH);
analogWrite(red,255);
analogWrite(blue,255);
analogWrite(green,0);
}

while(digitalRead(B) == LOW)
{
tone(Buzz,T_B);
digitalWrite(LED,HIGH);
analogWrite(red,205);
analogWrite(blue,63);
analogWrite(green,133);
}

noTone(Buzz);
digitalWrite(LED,LOW);
}
```