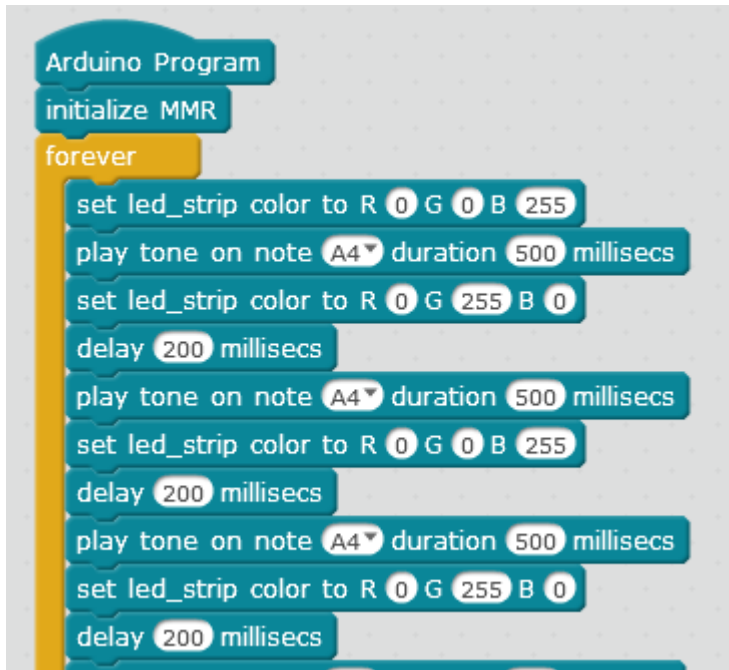


Magnetic Motion Robot (MMR): How to use the Buzzer



```
46 void loop(){
47
48   for(int index=0;index<NUMLEDS;index++)
49   {
50     Strip_1.setPixelColor(index, Strip_1.Color(0, 0, 255));
51   }
52   Strip_1.show();
53   playTone(PINBUZZER,440,500);
54   for(int index=0;index<NUMLEDS;index++)
55   {
56     Strip_1.setPixelColor(index, Strip_1.Color(0, 255, 0));
57   }
58   Strip_1.show();
59   delay(200);
60   playTone(PINBUZZER,440,500);
61   for(int index=0;index<NUMLEDS;index++)
62   {
63     Strip_1.setPixelColor(index, Strip_1.Color(0, 0, 255));
64   }
65   Strip_1.show();
66   delay(200);
67   playTone(PINBUZZER,440,500);
68   for(int index=0;index<NUMLEDS;index++)
69   {
70     Strip_1.setPixelColor(index, Strip_1.Color(0, 255, 0));
71   }
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.

Kids

ACTIVITY 1

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