

```

int NOTE_DS1;
int NOTE_C1;

int sensorPin = 9; //selecting the inputpin for speaker

int myInts[3];
int ledPIN = 3;
int ledPIN2 = 5;
int ledPIN3 = 6;
int ledPIN4 = 10;
int myPins[] = {3,5};

int delaytime1 = (random(500,2500));

#include "pitches.h"

void setup()
{
  pinMode(9, OUTPUT);
  pinMode(ledPIN, OUTPUT);
  pinMode(ledPIN2, OUTPUT);
  pinMode(ledPIN3, OUTPUT);
  pinMode(ledPIN4, OUTPUT);

  digitalWrite(ledPIN, HIGH);
  digitalWrite(ledPIN2,HIGH);
  digitalWrite(ledPIN3,HIGH);
  digitalWrite(ledPIN4,HIGH);
  delay(4000);
}

void loop()
{
  //speaker is analog input

  digitalWrite(ledPIN, LOW);
  digitalWrite(ledPIN2,LOW);
  digitalWrite(ledPIN3,LOW);
  digitalWrite(ledPIN4,LOW);
  //delay(4000);

  for (int i=0; i < 5000; i ++)
```

```

{
  tone(9, i);
}
for (int i=5000; i > 0; i --)
{
  tone(9, i);
}
noTone(9);
delay(500);

for (int i=2000; i < 3000; i ++ )
{
  tone(9, i);
  delay(2);
}
noTone(9);
delay(500);
for (int i=3000; i > 2000; i --)
{
  tone(9, i);
  delay(5);
}
noTone(9);
delay(4000);

digitalWrite(ledPIN, HIGH);
delay(1000);
digitalWrite(ledPIN, LOW);
delay(500);
digitalWrite(ledPIN, HIGH);
delay(1000);
digitalWrite(ledPIN2,HIGH);
delay(500);
digitalWrite(ledPIN3,HIGH);
delay(450);
digitalWrite(ledPIN4,HIGH);
delay(4000);
digitalWrite(ledPIN, LOW);
digitalWrite(ledPIN2,LOW);
digitalWrite(ledPIN3,LOW);
digitalWrite(ledPIN4,LOW);
//delay(4000);

tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_A4);

```

```
delay(100);
noTone(9);
delay(300);
tone(9, NOTE_A4);
delay(100);
  tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_A4);
delay(100);
tone(9, NOTE_A4);
delay(100);
tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_A4);
delay(100);
noTone(9);
delay(300);
tone(9, NOTE_A4);
delay(100);
  tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_A4);
delay(100);
tone(9, NOTE_A4);
delay(100);
tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_B4);
delay(100);
tone(9, NOTE_E4);
delay(200);
tone(9, NOTE_B4);
```

```
delay(100);  
tone(9, NOTE_B4);  
delay(100);  
noTone(9);  
delay(900);
```

```
digitalWrite(ledPIN, HIGH);  
  delay(delaytime1);  
  digitalWrite(ledPIN, LOW);  
  delay(delaytime1);  
  digitalWrite(ledPIN, HIGH);  
  delay(delaytime1);  
digitalWrite(ledPIN2,HIGH);  
delay(delaytime1);  
digitalWrite(ledPIN3,HIGH);  
delay(delaytime1);  
digitalWrite(ledPIN4,HIGH);  
delay(delaytime1);  
digitalWrite(ledPIN, LOW);  
digitalWrite(ledPIN2,LOW);  
digitalWrite(ledPIN3,LOW);  
digitalWrite(ledPIN4,LOW);
```

```
}
```