

```

int speakerPin = 9;
const int trigPin = 2;
const int echoPin = 4;
const int potent = A0;

void playTone(int tone, int duration) {
  for (long i = 0; i < duration * 1000L; i += tone * 2) {
    digitalWrite(speakerPin, HIGH);
    delayMicroseconds(tone);
    digitalWrite(speakerPin, LOW);
    delayMicroseconds(tone);
  }
}

void playNote(char note, int duration) {
  long names[] = { 0, 1, 2, 3, 4, 6, 7 };
  int tones[] = { 1915, 1700, 1519, 1432, 1275, 1136, 1014, 956 }; //frequency for the notes

  // play the tone corresponding to the note name
  for (int i = 0; i < 8; i++) {
    if (names[i] == note) {
      playTone(tones[i], duration);
    }
  }
}

void setup() {
  // begin serial communication:
  Serial.begin(9600);
  pinMode (speakerPin, OUTPUT);

}

void loop() {
  // establish variables for duration of the ping and the distance result in inches
  long duration, inches, cm;

```

```
// The sensor is triggered by a HIGH pulse of 10 or more microseconds.  
// Give a short LOW pulse beforehand to ensure a clean HIGH pulse:
```

```
pinMode(trigPin, OUTPUT);  
digitalWrite(trigPin, LOW);  
delayMicroseconds(2);  
digitalWrite(trigPin, HIGH);  
delayMicroseconds(10);  
digitalWrite(trigPin, LOW);
```

```
// Read the signal from the sensor: a HIGH pulse whose  
// duration is the time (in microseconds) from the sending  
// of the ping to the reception of its echo off of an object.
```

```
pinMode(echoPin, INPUT);  
duration = pulseIn(echoPin, HIGH);
```

```
// convert the time into a distance  
inches = microsecondsToInches(duration/2); //converts the microseconds from the ping to  
inches  
cm = microsecondsToCentimeters(duration/2); // converts the microseconds from the ping  
to centimeters
```

```
playNote(inches, analogRead(A0));
```

```
}
```

```
long microsecondsToInches(long microseconds)
```

```
{
```

```
    return microseconds / 74 / 2;
```

```
}
```

```
long microsecondsToCentimeters(long microseconds)
```

```
{
```

```
    // The speed of sound is 340 m/s or 29 microseconds per centimeter.
```

```
    // The ping travels out and back, so to find the distance of the
```

```
    // object we take half of the distance travelled.
```

```
    return microseconds / 29 / 2;
```

}