

Lesson plan – 13

Level 3

```
onEvent(▼"c4", ▼"click", function() {  
  buzzer.note("C4", 100);  
});  
onEvent(▼"d4", ▼"click", function() {  
  buzzer.note("D4", 100);  
});  
onEvent(▼"e4", ▼"click", function() {  
  buzzer.note("E4", 100);  
});  
onEvent(▼"f4", ▼"click", function() {  
  buzzer.frequency("F4", 100);  
});  
onEvent(▼"g4", ▼"click", function() {  
  buzzer.note(392, 100);  
});  
onEvent(▼"a4", ▼"click", function() {  
  buzzer.frequency("A4", 100);  
});  
onEvent(▼"b4", ▼"click", function() {  
  buzzer.note("B4", 100);  
});  
onEvent(▼"c5", ▼"click", function() {  
  buzzer.note("C5", 100);  
});
```

```
onEvent(▼"c#", ▼"click", function() {  
  buzzer.note("C#4", 100);  
});  
onEvent(▼"d#", ▼"click", function() {  
  buzzer.note("D#4", 100);  
});  
onEvent(▼"f#", ▼"click", function() {  
  buzzer.frequency("F#4", 100);  
});  
onEvent(▼"g#", ▼"click", function() {  
  buzzer.note("G#4", 100);  
});  
onEvent(▼"a#", ▼"click", function() {  
  buzzer.note(466, 100);  
});
```

Level 4

```
onEvent(▼"C1", ▼"click", function() {  
  buzzer.note("C1", 100);  
});  
onEvent(▼"C2", ▼"click", function() {  
  buzzer.note("C2", 100);  
});  
onEvent(▼"C3", ▼"click", function() {  
  buzzer.note("C3", 100);  
});  
onEvent(▼"C4", ▼"click", function() {  
  buzzer.note("C4", 100);  
});
```

```

onEvent(▼ "C5", ▼ "click", function() {
  buzzer.note("C5", 100);
});

onEvent(▼ "C6", ▼ "click", function() {
  buzzer.note("C6", 100);
});

onEvent(▼ "C7", ▼ "click", function() {
  buzzer.note("C7", 100);
});

onEvent(▼ "C8", ▼ "click", function() {
  buzzer.note("C8", 100);
});

```

Level 5

```

var notes = ["B4", "B4", "C5", "D5", "D5", "C5", "B4", "A4"];

onEvent(▼ "note1Button", ▼ "click", function() {
  buzzer.note(notes[0], 100);
});

onEvent(▼ "note2Button", ▼ "click", function() {
  buzzer.note(notes[1], 100);
});

onEvent(▼ "note3Button", ▼ "click", function() {
  buzzer.note(notes[2], 100);
});

onEvent(▼ "note4Button", ▼ "click", function() {
  buzzer.note(notes[3], 100);
});

```

```

onEvent (▼ "note5Button", ▼ "click", function() {
  buzzer.note (notes[4], 100);
});

onEvent (▼ "note6Button", ▼ "click", function() {
  buzzer.note (notes[5], 100);
});

onEvent (▼ "note7Button", ▼ "click", function() {
  buzzer.note (notes[6], 100);
});

onEvent (▼ "note8Button", ▼ "click", function() {
  buzzer.note (notes[7], 100);
});

```

Level 6

```

var notes = ["C4", "D4", "E4", "C4", "C4", "D4", "E4", "C4"];
onEvent (▼ "note1Button", ▼ "click", function() {
  buzzer.note (notes[0], 100);
});

onEvent (▼ "note2Button", ▼ "click", function() {
  buzzer.note (notes[1], 100);
});

onEvent (▼ "note3Button", ▼ "click", function() {
  buzzer.note (notes[2], 100);
});

```

```

onEvent(▼"note4Button", ▼"click", function() {
  buzzer.note(notes[3], 100);
});

onEvent(▼"note5Button", ▼"click", function() {
  buzzer.note(notes[4], 100);
});

onEvent(▼"note6Button", ▼"click", function() {
  buzzer.note(notes[5], 100);
});

onEvent(▼"note7Button", ▼"click", function() {
  buzzer.note(notes[6], 100);
});

onEvent(▼"note8Button", ▼"click", function() {
  buzzer.note(notes[7], 100);
});

```

Level 7

```

var notes = ["C4", "D4", "E4", "F4", "G4", "A4", "B4", "C5"];

//Natural note events
onEvent(▼"c4", ▼"click", function() {
  buzzer.note(notes[0], 100);
});

onEvent(▼"d4", ▼"click", function() {
  buzzer.note(notes[1], 100);
});

onEvent(▼"e4", ▼"click", function() {
  buzzer.note(notes[2], 100);
});

```

```

onEvent(▼"f4", ▼"click", function() {
  buzzer.note( notes[3], 100);
});

onEvent(▼"g4", ▼"click", function() {
  buzzer.note( notes[4], 100);
});

onEvent(▼"a4", ▼"click", function() {
  buzzer.note( notes[5], 100);
});

onEvent(▼"b4", ▼"click", function() {
  buzzer.note( notes[6], 100);
});

onEvent(▼"c5", ▼"click", function() {
  buzzer.note( notes[7], 100);
});

```

Activate Window

Level 8

```

//natural notes
var notes = ["C4", "D4", "E4", "F4", "G4", "A4", "B4", "C5"];

//sharp notes
var sharpNotes = ["C#4", "D#4", "F#4", "G#4", "A#4"];

//Natural note events
onEvent(▼"c4", ▼"click", function() {
  buzzer.note( notes[0], 100);
});

onEvent(▼"d4", ▼"click", function() {
  buzzer.note( notes[1], 100);
});

onEvent(▼"e4", ▼"click", function() {
  buzzer.note( notes[2], 100);
});

onEvent(▼"f4", ▼"click", function() {
  buzzer.note( notes[3], 100);
});

```

```
onEvent(▼"g4", ▼"click", function() {  
  buzzer.note(notes[4], 100);  
});
```

```
onEvent(▼"a4", ▼"click", function() {  
  buzzer.note(notes[5], 100);  
});
```

```
onEvent(▼"b4", ▼"click", function() {  
  buzzer.note(notes[6], 100);  
});
```

```
onEvent(▼"c5", ▼"click", function() {  
  buzzer.note(notes[7], 100);  
});
```

```
//Add code to play the sharp notes using the sharpNotes array  
//Sharp note events
```

```
onEvent(▼"c#", ▼"click", function() {  
  buzzer.note(sharpNotes[0], 100);  
});
```

```
onEvent(▼"d#", ▼"click", function() {  
  buzzer.note(sharpNotes[1], 100);  
});
```

```
onEvent(▼"f#", ▼"click", function() {  
  buzzer.note(sharpNotes[2], 100);  
});
```

```
onEvent(▼"g#", ▼"click", function() {  
  buzzer.note(sharpNotes[3], 100);  
});
```

```
onEvent(▼"a#", ▼"click", function() {  
  buzzer.note(sharpNotes[4], 100);  
});
```

Level 9

```
buzzer.playNotes(["B4","B4", "G#4", null, null,"F#4", "E4", null, "E4"], 120);
```

Level 10

```
onEvent(▼ "doorbellButton", ▼ "click", function() {  
  buzzer.playNotes(["C4"], 120);  
  buzzer.playNotes(["D4"], 120);  
  buzzer.playNotes(["E4"], 120);  
  buzzer.playNotes(["F4"], 120);  
  buzzer.playNotes(["G4"], 120);  
  buzzer.playNotes(["A4"], 120);  
  buzzer.playNotes(["B4"], 120);  
  buzzer.playNotes(["C5"], 120);  
});
```

Level 11

```
onEvent(▼ "happyButton", ▼ "click", function() {  
  setProperty(▼ "emojiImage", ▼ "image", ▼ "icon://fa-smile-o");  
  buzzer.playNotes(["G3", "A4", "B4", null, "c4"], 120);  
  //Play a happy song here  
});  
  
onEvent(▼ "sadButton", ▼ "click", function() {  
  setProperty(▼ "emojiImage", ▼ "image", ▼ "icon://fa-frown-o");  
  //Play a sad song here  
  buzzer.playNotes(["G3", null, "g4", null, "A4"], 120);  
});
```

Level 12(a)

```
onEvent(▼"happyBirthdayButton", ▼"click", function() {  
  buzzer.playSong([["D4", 0.5], ["D4", 0.5], ["E4", 1], ["D4", 1], ["G4", 1], ["F#4", 2]], 120);  
});  
  
onEvent(▼"mySongButton", ▼"click", function() {  
  buzzer.playSong([(["G3", 0.25]), "C4", 0.78, "D4", 0.89, "G2", 0.50], 120);  
});
```

Level 12(b)

```
var alert = ["e4", "null", "c4", "a4"];  
var wake = ["f4", "g4", null, "e4"];  
var read = [null, "a3", "e3", "f3"];  
  
onEvent(▼"testButton", ▼"click", function() {  
  onEvent(▼"alarmDropdown", ▼"input", function() {  
    buzzer.note(alert, 100);  
    buzzer.note(wake, 100);  
    buzzer.note(read, 100);  
  });  
  //1) Get the value from the dropdown and store it in a variable  
  //2) Play a song depending on what the user selected  
});
```