

EXAMPLE 14**Sound Generating, Using Macros**

The common task of the microcontroller is to generate sound. Basically, it all comes to generating pulse sequence on one output pin. While doing so, the proportion of logic zero (0) to logic one (1) duration determines the tone pitch and by changing different tones, different melodies arise.

Obviously, it all still remains in the field the microcontroller is specialized in. In this example, any press on push-buttons T1 and T2 generates sound. The appropriate instructions are stored in macro “beep” containing two arguments.

```

BEEP  MACRO  freq, duration

```

Frequency: the greater number, the higher tone

Duration: the greater number is, the longer it lasts

