

# Star Wars

```
star_wars | Arduino 1.8.9
Fichier Edition Croquis Outils Aide
star_wars
const byte BORNE=2;

void setup() {
  pinMode(2, OUTPUT);
  tone(2, 440, 500);
  delay(800);
  tone(2, 440, 500);
  delay(800);
  tone(2, 440, 500);
  delay(800);
  tone(2, 349, 350);
  delay(800);
  tone(2, 523, 150);
  delay(500);
  tone(2, 440, 500);
  delay(450);
  tone(2, 349, 350);
  delay(500);
  tone(2, 523, 150);
  delay(450);
  tone(2, 440, 650);
  delay(500);
  tone(2, 659, 500);
  delay(450);
  tone(2, 659, 500);
  delay(450);
  tone(2, 659, 500);

  delay(50);
  tone(2, 698, 350);
  delay(450);
  tone(2, 523, 150);
  delay(450);
  tone(2, 415, 500);
  delay(350);
  tone(2, 349, 350);
  delay(350);
  tone(2, 523, 150);
  delay(350);
  tone(2, 440, 650);
  delay(500);
  tone(2, 880, 500);
  delay(200);
  tone(2, 440, 350);
  delay(200);
  tone(2, 440, 150);
  delay(200);
  tone(2, 880, 500);
  delay(200);
  tone(2, 830, 250);
  delay(200);
  tone(2, 784, 250);
  delay(200);
  tone(2, 740, 125);
  delay(200);

  tone(2, 698, 125);
  delay(200);
  tone(2, 740, 250);
  delay(325);
  tone(2, 455, 250);
  delay(200);
  tone(2, 622, 500);
  delay(200);
  tone(2, 587, 250);
  delay(200);
  tone(2, 554, 250);
  delay(200);
  tone(2, 523, 125);
  delay(200);
  tone(2, 466, 125);
  delay(200);
  tone(2, 523, 250);
  delay(300);
  tone(2, 349, 125);
  delay(300);
  tone(2, 415, 500);
  delay(300);
  tone(2, 349, 375);
  delay(300);
  tone(2, 440, 125);
  delay(300);
  tone(2, 523, 500);

  delay(300);
  tone(2, 440, 375);
  delay(300);
  tone(2, 523, 125);
  delay(300);
  tone(2, 659, 1000);

  void loop() {
  }
}
```

# Tétris

```
const byte BORNE=2;

void setup() {
  pinMode (BORNE, OUTPUT); // put your setup code here, to run once:
  tone (BORNE, 1975, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 2349, 200);
  delay (400);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 1975, 200);
  delay (200);
  tone (BORNE, 1760, 200);
  delay (400);
  tone (BORNE, 1760, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 2637, 200);
  delay (400);
  tone (BORNE, 2349, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 1975, 200);

  delay (400);
  tone (BORNE, 1975, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 2349, 200);
  delay (400);
  tone (BORNE, 2637, 200);
  delay (400);
  tone (BORNE, 2093, 200);
  delay (400);
  tone (BORNE, 1760, 200);
  delay (400);
  tone (BORNE, 1760, 200);
  delay (800);
  tone (BORNE, 1760, 200);
  delay (400);
  tone (BORNE, 2349, 200);
  delay (200);
  tone (BORNE, 2794, 200);
  delay (200);
  tone (BORNE, 3520, 200);
  delay (400);
  tone (BORNE, 3136, 200);
  delay (200);
  tone (BORNE, 2794, 200);

  delay (400);
  tone (BORNE, 2349, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 1975, 200);
  delay (400);
  tone (BORNE, 1975, 200);
  delay (200);
  tone (BORNE, 2093, 200);
  delay (200);
  tone (BORNE, 2349, 200);
  delay (400);
  tone (BORNE, 2637, 200);
  delay (400);
  tone (BORNE, 2093, 200);
  delay (400);
  tone (BORNE, 1760, 200);
  delay (400);
  tone (BORNE, 1760, 200);
  delay (800);
}

void loop() { // put your main code here, to run repeatedly:

}
```