

Bzučiak 2

```
const int pinBzucak=13;
void setup() {
  pinMode(pinBzucak, OUTPUT);
}
void loop() {
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 0); delay(1000);

  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 0); delay(1000);

  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 392); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 261); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 294); delay(1000);
  noTone(pinBzucak); delay(100);
  tone(pinBzucak, 329); delay(1000);
  tone(pinBzucak, 0); delay(1000);
}
```

