//Code en nbc pour la trompette

//Code en msi2, Dereck , William et Antoine

#define DUREE 125

dseg segment

 var1 byte

 var2 byte

 var3 byte

 Piton byte

dseg ends

thread main

SetSensorTouch(IN\_1)

SetSensorTouch(IN\_2)

SetSensorTouch(IN\_3)

Depart:

set Piton 0

Contact1:

ReadSensor(IN\_1,var1)

brcmp LT, Contact2, var1,1

add Piton,Piton, 100

Contact2:

ReadSensor(IN\_2,var2)

brcmp LT, Contact3, var2,1

add Piton,Piton,10

Contact3:

ReadSensor(IN\_3,var3)

brcmp LT, Check, var3,1

add Piton, Piton, 1

Check:

brcmp EQ,loopF, Piton,111

brcmp EQ,loopA, Piton,110

brcmp EQ,loopG, Piton,101

brcmp EQ,loopD, Piton,10

brcmp EQ,loopB, Piton,11

brcmp EQ,loopE, Piton,1

brcmp EQ,loopC, Piton,100

Saut:

jmp Depart

loopC:

TextOut(50,8,'DO')

PlayTone(TONE\_C5,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopD:

TextOut(50,8,'RE')

PlayTone(TONE\_D5,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopE:

TextOut(50,8,'MI')

PlayTone(TONE\_E5,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopF:

TextOut(50,8,'FA')

PlayTone(TONE\_F5,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopG:

TextOut(50,8,'SOL')

PlayTone(TONE\_G5,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopA:

TextOut(50,8,'LA')

PlayTone(TONE\_A3,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

loopB:

TextOut(50,8,'SI')

PlayTone(TONE\_B3,DUREE)

Wait(DUREE)

TextOut(50,8,' ')

jmp Depart

endt