imall

Chipsmall Limited consists of a professional team with an average of over 10 year of expertise in the distribution of electronic components. Based in Hongkong, we have already established firm and mutual-benefit business relationships with customers from, Europe, America and south Asia, supplying obsolete and hard-to-find components to meet their specific needs.

With the principle of "Quality Parts, Customers Priority, Honest Operation, and Considerate Service", our business mainly focus on the distribution of electronic components. Line cards we deal with include Microchip, ALPS, ROHM, Xilinx, Pulse, ON, Everlight and Freescale. Main products comprise IC, Modules, Potentiometer, IC Socket, Relay, Connector. Our parts cover such applications as commercial, industrial, and automotives areas.

We are looking forward to setting up business relationship with you and hope to provide you with the best service and solution. Let us make a better world for our industry!



Contact us

Tel: +86-755-8981 8866 Fax: +86-755-8427 6832 Email & Skype: info@chipsmall.com Web: www.chipsmall.com Address: A1208, Overseas Decoration Building, #122 Zhenhua RD., Futian, Shenzhen, China





Digital Buzzer Module (SKU: DFR0032)



Digital Buzzer Module V2

Contents

- 1 Introduction
- 2 Specification
- 3 Tutorial
 - 3.1 Diagram
 - 3.2 Sample Code
- 4 Trouble shooting

Introduction

Here is the simplest sound making module that you can use High/Low to drive it. Just change the frequancy it buzz, you can hear different sound. It is widely used on your daily aplliance, like PC, fridgerator, phones and so on. And you also can create many interesting interactive project with this small but useful module.

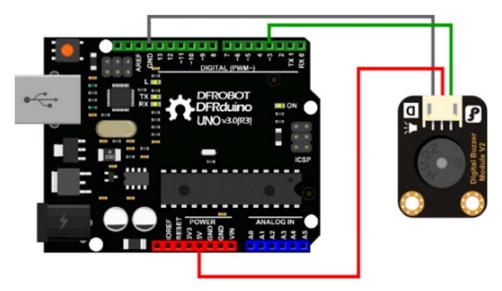
Just try it!! You will find that creating electronic sound is so funny.

Specification

- Type: Digital Power supply: 5VDC

Tutorial

Diagram



Digital module connection diagram

Sample Code

```
int buzzPin = 3; //Connect Buzzer on Digital Pin3
void setup()
{
 pinMode(buzzPin, OUTPUT);
}
void loop()
{
  digitalWrite(buzzPin, HIGH);
```

```
delay(1);
digitalWrite(buzzPin, LOW);
delay(1);
}
```

Trouble shooting

More question and cool idea, visit DFRobot Forum

Powered By DFRobot © 2008-2017