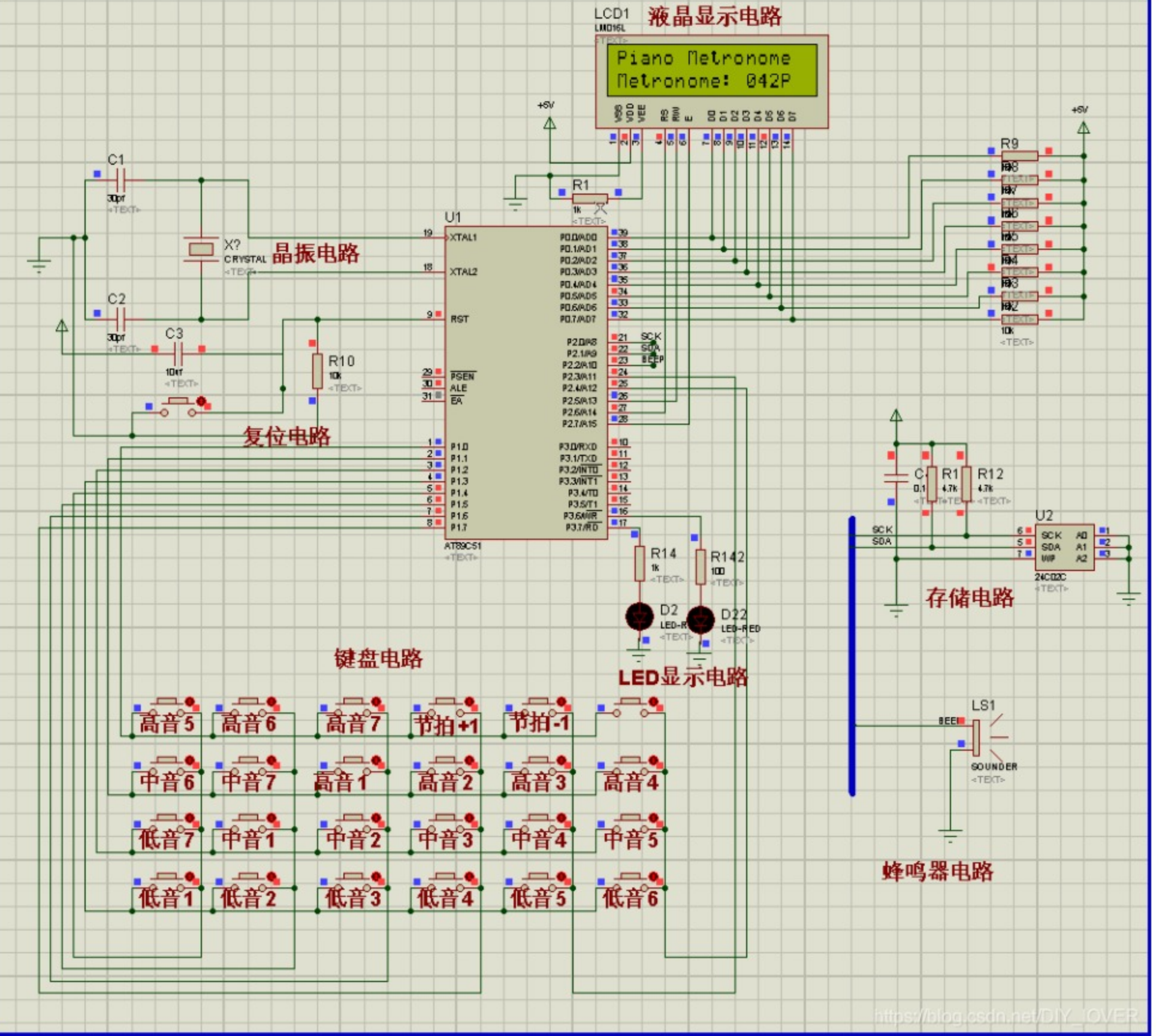




https://blog.csdn.net/DIY_OVER

```
1  #include "SoundPlay.h"
2
3  typedef unsigned int u16;
4  typedef unsigned char u8;
5  void show(u8 arr[],u8 length,u8 pos,u8 mode);
6  unsigned char calcArrLen(unsigned char arr[]);
7  void displayInit(void);
8  u8 total = 40;
9  u8 Pai[] = "040P ";
10 u8 code Number[]="0123456789";
11 u8 code ShowData[]="Piano Metronome ";
12 u8 code ShowData11[]="TEST: ";
13 u8 code ShowData22[]="Metronome: ";
14 u8 code ShowData1[]="510802023";
15 u8 code ShowData2[]="Welcome to use ";
16 u8 code ShowData3[]="press note";
17 u8 code ShowData4[]="Same song";
18 u8 code ShowData5[]="Song name";
19 u8 code ShowData6[]="aiwonijiubaobaowo";
20 u16 FreqTemp=0;
21
22 sbit LED1 = P3^6;
23
24 void main()
25 {
26     unsigned char i=0,key=0,timer=0,flag1=0;
27     LED1 = 0;
28     LcdInit(); // 液晶屏初始化
29     timInit(); // 定时器初始化
30     // AT24C02_Init(); //EEPROM初始化
31     ledOFF(); // 关闭LED灯
32     InitialSound(); // 音乐播放器初始化
33     displayInit();
34
35     while(1)
36     {
37         key=key_Scan();
38         if(key==0x16&&flag==0) // 节拍增加
39         {
40             total++;
41             if(total > 210) total = 40;
42             Pai[0] = Number[total/100];
43             Pai[1] = Number[total%100/10];
```

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