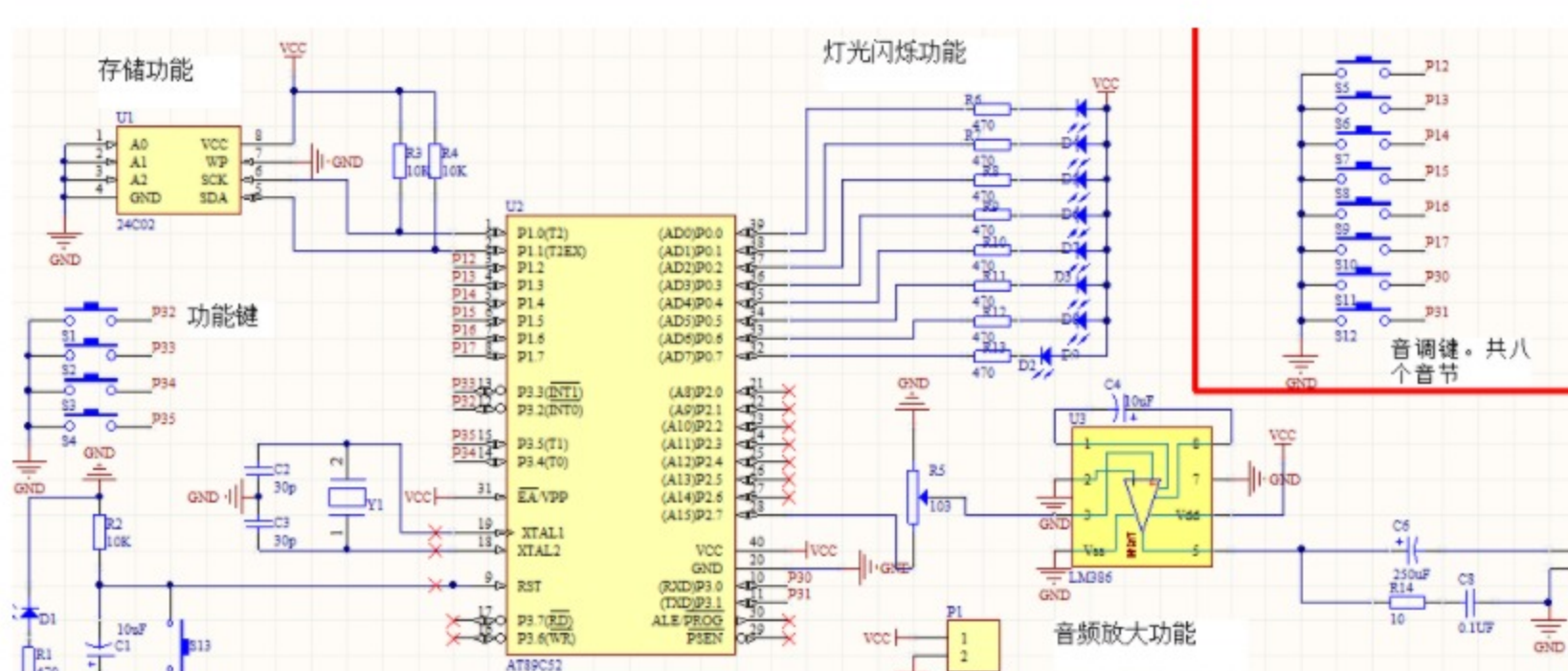
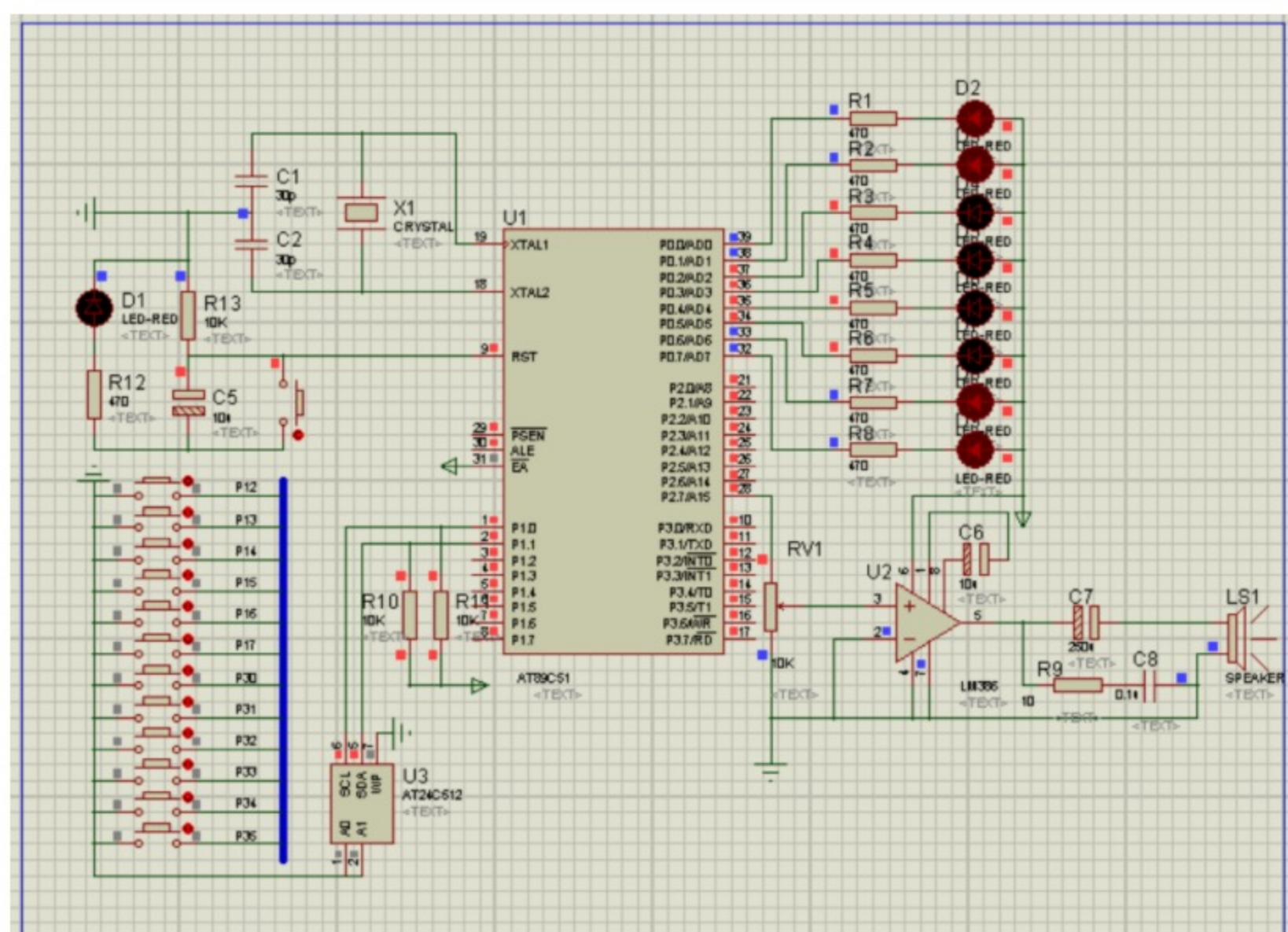




```

1  #include<reg52.h>           //定义头文件
2  #define uchar unsigned char //宏定义
3  #define led P0              //定义LED等位P0口
4  #define sw_port P1          //中间变量。。。使按键和led对应
5  sbit buzzer=P2^7;           //扬声器管脚
6  sbit key1=P3^2;              //播放音乐与弹奏歌曲转换
7  sbit key3=P3^4;              //掉电存储按键
8  sbit key4=P3^5;              //播放掉电存储的歌曲
9  sbit keybofang=P3^3;         //播放刚才弹奏的歌曲
10 sbit key7=P3^0;              //音调键。。。和 歌曲键
11 sbit key8=P3^1;              //音调键。。。和 歌曲键
12 sbit key6=P1^7;
13 sbit key5=P1^6;
14 sbit sda=P1^1;               //24c02数据线
15 sbit scl=P1^0;               //24c02时钟线
16 uchar keyd,i,keys,b;        //定义变量
17 uchar tone_H;                //定义变量
18 uchar tone_L;                //定义变量
19 void beat_125(unsigned char); //声明函数
20 uchar code beat1[]={16,8,8,8,8,4,4,16,8,4,4,8,4,4,4, //歌曲1节拍
21 4,4,4,16,16,8,8,4,4,12,8,16,16,8,4,4,4,16};
22 uchar code song1[]={6,5,3,5,7,6,5,6,3,5,6,5,3, //歌曲1简谱
23 2,1,6,5,3,2,2,3,5,5,6,3,2,1,5,3,2,1,6,1,1,15};
24
25 uchar code beat2[]={7,7,7, 7,8,9, 1,2,3, 6,2,4, 4,4,4, 12, //歌曲二节拍
26 8,2,2, 4,4,4, 8,2,2, 4,4,4, 2,2,4,4, 12,};
27 uchar code song2[]={1,2,8, 8,5,1, 3,3,3, 5,4,3, //歌曲二简谱
28 5,4,3, 2, 2,1,0, 1,2,3, 4,3,2, 3,4,5, 5,4,3, 2,1,15};
29
30 uchar code beat4[]={4,4,4, 6,2,4, 4,4,4, 6,2,4, 4,4,4, 12,
31 8,2,2, 4,4,4, 8,2,2, 4,4,4, 2,2,4,4, 12,};
32 uchar code song4[]={1,1,1, 3,2,1, 3,3,3, 5,4,3,
33 5,4,3, 2, 2,1,0, 1,2,3, 4,3,2, 3,4,5, 5,4,3, 2,1, 15};
34
35 uchar code tone[]={115,102,91,86,77,68,61,57}; //歌曲音调
36 unsigned int code tone1[]={1012,956,852,759,716,638,568,506,478,426,379,531,10}; //歌曲音调
37 uchar song3[43];              //定义空数组
38 void play(uchar*,uchar*);     //演奏歌曲函数
39 void delay8um(uchar);         //第一8um延时函数
40 void sound(uchar);            //弹奏发声函数

```