

```
tone(pin, frequency, duration)
```

Speaker 1

```
int speaker = 11;

void setup() {
  pinMode(speaker, OUTPUT);
}

void loop() {
  tone(speaker, 200);
  delay(200);
  noTone(speaker);
  delay(1000);
  tone(speaker, 800);
  delay(200);
  noTone(speaker);
  delay(1000);
  tone(speaker, 60);
  delay(200);
  noTone(speaker);
  delay(1000);
  tone(speaker, 2600);
  delay(200);
  noTone(speaker);
  delay(1000);
}
```

Speaker 2

```
int speaker = 11;

void setup() {
  pinMode(speaker, OUTPUT);
}

void loop() {
  tone(speaker, 200, 200);
  delay(1000);
  tone(speaker, 800, 200);
  delay(1000);
  tone(speaker, 60, 200);
  delay(1000);
  tone(speaker, 2600, 200);
  delay(1000);
}
```

