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1 #include <CapacitiveSensor.h>
2 #define speaker 11

CapacitiveSensor cs_2_3 = CapacitiveSensor(2,3);
CapacitiveSensor cs_2_4 = CapacitiveSensor(2,4);
CapacitiveSensor cs_2_5 = CapacitiveSensor(2,5);
CapacitiveSensor cs_2_6 = CapacitiveSensor(2,6);
CapacitiveSensor cs_2_7 = CapacitiveSensor(2,7);
CapacitiveSensor cs_2_8 = CapacitiveSensor(2,8);
CapacitiveSensor cs_2_9 = CapacitiveSensor(2,9);

void setup()
{
  cs_2_3.set_CS_Autocal_Millis(0xFFFFFFFF);
  Serial.begin(9600);
}

void loop()
{
  long start = millis();

  long total1 = cs_2_3.capacitiveSensor(5);
  long total2 = cs_2_4.capacitiveSensor(5);
  long total3 = cs_2_5.capacitiveSensor(5);
  long total4 = cs_2_6.capacitiveSensor(5);
  long total5 = cs_2_7.capacitiveSensor(5);
  long total6 = cs_2_8.capacitiveSensor(5);
  long total7 = cs_2_9.capacitiveSensor(5);

  Serial.print(millis() - start);
  Serial.print("\t");

  Serial.print(total1);
  Serial.print("\t");
  Serial.print(total2);
  Serial.print("\t");
  Serial.print(total3);
  Serial.print("\t");
  Serial.print(total4);
  Serial.print("\t");
  Serial.print(total5);
  Serial.print("\t");
  Serial.print(total6);
  Serial.print("\t");
  Serial.println(total7);

  if (total1 > 100) tone(speaker,523);
  if (total2 > 100) tone(speaker,587);
  if (total3 > 100) tone(speaker,659);

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if (total4 > 100) tone(speaker,698);
if (total5 > 100) tone(speaker,784);
if (total6 > 100) tone(speaker,880);
if (total7 > 100) tone(speaker,988);

if (total1<=100 & total2<=100 & total3<=100 & total4<=100 & total5<=100 &
total6<=100 & total7<=100)
    noTone(speaker);

    delay(10);
}
```