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/*****
/*
/*          S O U N D C
/*
/*-----
/* Task      : Plays a scale between octaves 3 and 5 of the
/*            PC musical range, using an assembler function
/*-----
/* Author    : Michael Tischer
/* Developed on : 08/15/87
/* Last update : 02/04/92
/*-----
/* (MICROSOFT C)
/* Creation   : CL /AS /c SOUND.C
/*            LINK SOUND.C SOUNDCA;
/* Call      : SOUND.C
/*-----
/* (BORLAND TURBO C)
/* Creation   : Create a project file listing the following:
/*            soundc
/*            soundca.asm
/* Options    : Before compiling and linking, select the
/*            Options menu and Linker option. Under the
/*            Linker options menu, make sure that the
/*            Case sensitive link option is set to Off
/*****

```

```
#include <stdio.h>
```

```
/*== Function declaration from the assembler module =====*/
```

```
extern void Sound(int Note, int Duration);    /* Add the external
                                              /* assembler routine */
```

```

/*****
/**          MAIN PROGRAM
/**
/*****

```

```
void main( void )
```

```

{
    int Note;

    printf("\nSOUND (c) 1987, 92 by Michael Tischer\n\n");
    printf("Your PC should now be playing a musical scale in the 3rd & ");
    printf(" 5th octaves of\nits range. If you aren't hearing the notes");
    printf(" your PC's speaker may be damaged.\n\n");

    for (Note = 0; Note < 35; Sound(Note++, 9))    /* Play a note once
    ;                                              /* each 1/2 second
    printf("End\n");
}

```