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/*
SETUP:
momentary NO pushbutton (change to a touch sensor or piezo later)
attached to 5V and to inPin (2). inPin also to ground via 10K resistor
for manual debounce.
reed relay 1: to playback with coil to playPin (11) and chip ground/playback;
common connects 9V battery power to speaker power
reed relay 2: to burn up resistor with coil to burnPin (10) and arduino ground;
common connects second 9V battery power to small resistor (other leg of
resistor
to battery ground)
fryPin (9) to playback on chip to fry memory
*/
ledPin = 13; //LED connected to digital pin 13 for checking
int inPin = 2; //pushbutton connected to digital pin 2
int fryPin = 9; //kills recording
int playPin = 11; //triggers playback by sending signal to relay coil
int burnPin = 10; //burns out resistor just for fun and drama :)
int inputValue = 0; // variable to store the read value
int previousValue = 0;
int voltPin = 8;
int count = 0;
int triggerNumber = 10; /*change this depending on duration of
                        exhibit and size of audience*/
void setup()
{
  pinMode(voltPin, OUTPUT);
  pinMode(ledPin, OUTPUT); // sets the digital pin 13 as output
  pinMode(inPin, INPUT); // sets the digital pin 2 as input
  pinMode(playPin, OUTPUT); // you get the idea
  pinMode(fryPin, OUTPUT);
  pinMode(burnPin, OUTPUT);
  digitalWrite(playPin, HIGH);
  digitalWrite(voltPin, HIGH); //??
  Serial.begin(9600);

  digitalWrite(ledPin, HIGH); //blinking to prove it's alive
  delay(500);
  digitalWrite(ledPin, LOW);
  delay(500);
  digitalWrite(ledPin, HIGH);
  delay(500);
  digitalWrite(ledPin, LOW);
  delay(500);
  digitalWrite(ledPin, HIGH);
  delay(500);
}

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digitalWrite(ledPin, LOW);
delay(500);

}
void loop()
{

inputValue = digitalRead(inPin); // read the input pin ... pressed or not?
if (inputValue == HIGH)
{
while (digitalRead(inPin) == HIGH); //high means it's pressed!
count = count + 1; // counting how many times it's been pressed
Serial.print(" count:");
Serial.print(count);
digitalWrite(playPin, LOW); //flipping the relay
delay(200);
digitalWrite(playPin, HIGH);
}

if (count == triggerNumber)
{
Serial.println(" BURN");
digitalWrite(playPin, LOW); //flip relay to play last time
delay(200);
digitalWrite(playPin, HIGH);
digitalWrite(burnPin, HIGH); //flip relay 2 to brun resistor
Serial.println("Smoke");
delay(5000); //give it a few seconds to heat up
Serial.println("Fiiiyaaaaaah");
digitalWrite(fryPin, HIGH); //5V to playback trigger to short circuit chip
delay(240000); // let it burn for a while
digitalWrite(fryPin, LOW); // turn it off
digitalWrite(burnPin, LOW); //turn it off
count = 0;
}
delay(10000); //change this number to = length of sample

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