`Swinging Xmas Jingle Bell

`Pat McMahon 9/10/2017

`pin 0= Red Berries, pin 1= Green Leaves, Pin 2= Piezo Sounder,

`Pin 3= Top of Bell, pin 4= Right Swing, pin 5= Left Swing,

`pin c.0= Left Dong, pin c.1= Right Dong

main:

high **0**

high **1**

'Jingle Bells 2 (downloaded from Picaxe Tunes Folder)

tune **2**, **6**,(**$6C**,**$69**,**$69**,**$29**,**$69**,**$69**,**$29**,**$69**,**$40**,**$65**,**$67**,**$E9**,**$6A**,**$6A**,

**$6A**,**$6A**,**$6A**,**$69**,**$69**,**$69**,**$69**,**$67**,**$67**,**$69**,**$27**,**$00**)

let b3=**0** `Sets a variable b3 to 0

do `Tells the program to do the following

high **3**,**4**,c.1 `Turns on Top of Bell,Right Swing and Right Dong

pause **1000** `Pauses for 1000 milliseconds (1 second)

low **3**,**4**,c.1 `Turns off Top of Bell,Right Swing and Right Dong

high **3**,**5**,c.0 `Turns on Top of Bell,Left Swing and Left Dong

pause **1000** `Pauses for 1000 milliseconds (1 second)

low **3**,**5**,c.0 `Turns off Top of Bell,Left Swing and Left Dong

inc b3 `Increases variable b3

loop while b3<**3** `Tells the variable to repeat 3 times (6 swings)

pause **200** `Pauses for 200 milliseconds (1/5th second)

goto main `Goes back up to main to repeat continuously