```cpp
#include <SPI.h>
#include <Wire.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>

#define SCREEN_WIDTH 128
#define SCREEN_HEIGHT 64

Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, -1);

int but1 = 12;

int but2 = 13;

int but3 = 11;

int but4 = 10;

int but5 = 9;

int but6 = 8;

int but7 = 7;

int but8 = 6;

int buzzer = 3;

int touch = 2;


void setup()
{
  pinMode(but1, INPUT);

  pinMode (but2,INPUT);

  pinMode(but3, INPUT);

  pinMode (but4,INPUT);

  pinMode(but5, INPUT);
```

```
    pinMode(but6,INPUT);

    pinMode (but7, INPUT);

    pinMode(but8, INPUT);

    pinMode(buzzer, OUTPUT);

    pinMode(touch, INPUT);

    if (!display.begin(SSD1306_SWITCHCAPVCC, 0x3C))
    {
      for(;;);
    }
      display.clearDisplay();
      display.setTextSize(1);
      display.setTextColor(SSD1306_WHITE);
      display.setCursor(0,0);
      display.println("welcome To The Magic Piano");
      display.display();

}

void loop()
{
  int b1 = digitalRead (but1);

  int b2 = digitalRead (but2);

  int b3 = digitalRead (but3);

  int b4 = digitalRead (but4);

  int b5 = digitalRead (but5);

  int b6 = digitalRead (but6);

  int b7 = digitalRead (but7);

  int b8 = digitalRead (but8);
```

```
if ( b1 ==1 ){
   tone (buzzer, 300, 100);
}

if ( b2 ==1 ){
  tone (buzzer, 400, 100);
}

if ( b3 == 1){
  tone (buzzer, 500, 100);
}

if ( b4 == 1) {
  tone (buzzer, 600, 100);
}

if ( b5 == 1){
  tone (buzzer, 700, 100);
}

if ( b6 ==1){
  tone (buzzer, 800, 100);
}

if ( b7 ==1){
  tone (buzzer, 900, 100);
}

if ( b8 == 1){
  tone (buzzer, 1000, 100);
}

delay (1); //short delay


if (digitalRead(touch) == HIGH) // HIGH  means sensor touched
{
  display.clearDisplay();
  display.setCursor(0,0);

  display.println("Taking a break? cya later");
  display.display();
}
```

```
  if (digitalRead(touch) == HIGH)
  {
    display.clearDisplay();
    display.setCursor(0,0);
    display.println("Welcome To The Magic Piano");
    display.display();
  }
}
```