

```
int the_switch = 8;
int number_of_beers = 0;
int pre_switch_status = 0;
int switch_status = 0;
int the_max = 5;
int number_we_need = the_max;
int wait = 200;
int tone_input = 13;

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 10, 5, 4, 3, 2);

void setup()
{
  /* Starting Serial */
  Serial.begin(9600);

  /* Prep. Pins */
  pinMode(the_switch, INPUT);

  /* the LCD startup */
  lcd.begin(16, 2);
}

void loop()
{
  pre_switch_status = switch_status;
  switch_status = digitalRead(the_switch);

  /* raises if the previous value was different */
  if(switch_status == 1 && pre_switch_status == 0)
  {
    number_of_beers++;
  }
}
```

```
    number_we_need--;

    delay(2000);
}

/* Writes to LCD */
Serial.println( digitalRead(the_switch) );
lcd.setCursor(0, 0);
lcd.print("Only ");
lcd.print(number_we_need);
lcd.print(" left! :-)");
lcd.setCursor(0, 1);
lcd.print(number_of_beers);
lcd.print(" Beers total.");

if(number_we_need == 0)
{
    /* Sending tones and setting cursor */
    tone(tone_input, 200);
    lcd.setCursor(0, 0);
    tone(tone_input, 600);
    lcd.print("    FREE BEER!! ");
    tone(tone_input, 400);
    lcd.setCursor(0, 1);
    tone(tone_input, 600);
    lcd.print("                ");
    tone(tone_input, 800);
    lcd.noDisplay();
    tone(tone_input, 1000);
    delay(200);
    tone(tone_input, 200);
    lcd.display();
    tone(tone_input, 400);
    delay(200);
```

```
tone(tone_input, 600);  
lcd.noDisplay();  
tone(tone_input, 800);  
delay(200);  
tone(tone_input, 1000);  
lcd.display();  
tone(tone_input, 200);  
delay(200);  
tone(tone_input, 200);  
lcd.noDisplay();  
tone(tone_input, 600);  
delay(200);  
tone(tone_input, 800);  
lcd.display();  
tone(tone_input, 1000);  
delay(200);  
tone(tone_input, 200);  
noTone(tone_input);  
delay(5000);  
/* Clear fix */  
number_we_need = the_max;  
}  
/* Clear fix */  
noTone(tone_input);  
}
```