

```
10 CLS:INPUT "Numero de sonido  
(1-11) ";a  
20 ON a GOSUB 100,200,300,400,  
500,600,700,800,900,1000,1100  
30 GOTO 10  
100 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 2,4000,200,15,1,1  
5,15:NEXT:RETURN  
200 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 2,4000,200,15,1,1  
5,6:NEXT:RETURN  
300 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 2,4000,200,15,1,1  
5,2:NEXT:RETURN  
400 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 15,4000,200,15,1,  
1,15:NEXT:RETURN
```

```
500 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 15,4000,200,15,1,  
1,6:NEXT:RETURN
```

```
600 FOR I=1 TO 3:ENV 1,1,14,1,  
7,-2,4:SOUND 15,4000,200,15,1,  
1,2:NEXT:RETURN
```

```
700 FOR I=1 TO 10:ENV 1,1,14,1  
,1,-2,4:SOUND 15,0,-1,0,1,0,10  
:NEXT:RETURN
```

```
800 FOR I=1 TO 10:ENV 1,1,14,1  
,1,-2,4:SOUND 15,0,-1,0,1,0,7:  
NEXT:RETURN
```

```
900 FOR I=1 TO 10:ENV 1,1,14,1  
,1,-2,4:SOUND 15,0,-1,0,1,0,15  
:NEXT:RETURN
```

```
1000 FOR I=1 TO 10:ENV 1,1,14,  
1,1,-2,4:SOUND 15,0,-10,0,1,0,  
6:NEXT:RETURN
```

```
1100 FOR I=1 TO 10:ENV 1,1,14,  
1,1,-2,4:SOUND 15,0,-10,0,1,0,  
3:NEXT:RETURN
```