

```
#include "actions.h"
#include <unistd.h>
#include <QThread>

void Actions::run()
{
    enum Notes {Do=523, Re=587, Mi=659, Fa=698, Sol=784, La=880, Si=988};
    int DUREE = 300;

    for (int i=8; i>0; i/=2)
    {
        playTone(Do/i+0.5, DUREE);
        alerte("Do");
        msleep(DUREE);
        playTone(Re/i+0.5, DUREE);
        alerte("Re");
        msleep(DUREE);
        playTone(Mi/i+0.5, DUREE);
        alerte("Mi");
        msleep(DUREE);
        playTone(Fa/i+0.5, DUREE);
        alerte("Fa");
        msleep(DUREE);
        playTone(Sol/i+0.5, DUREE);
        alerte("Sol");
        msleep(DUREE);
        playTone(La/i+0.5, DUREE);
        alerte("La");
        msleep(DUREE);
        playTone(Si/i+0.5, DUREE);
        alerte("Si");
        msleep(DUREE);
    }
}
```