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//Befehlfunktion, die einen weiteren Funktionsaufruf durchführt
void befehl(char data) {
  if (data == 'P') {
    Serial.println("\nPlay the song");
    play();
  }
  else if (data == 'p') {
    Serial.println("\nPause the song");
    pause();
  }
  else if (data == 'N') {
    Serial.println("\nPlay next song");
    play_next();
  }
  else if (data == 'R') {
    Serial.println("\nPlay previous song\t");
    play_previous();
  }
  else if (data == 'M') {
    Serial.println("\nMute/Unmute");
    mute();
  }
  else if (data == 'C') {
    //Serial.println("\nLoop one");
    loop_current();
  }
}
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}  
else if (data == 'c') {  
    Serial.println("\nStop loop one");  
    stop_loop_current();  
}  
else if (data == 'L') {  
    Serial.println("\nLoop all");  
    loop_all();  
}  
else if (data == 'l') {  
    Serial.println("\nStop loop all");  
    stop_loop_all();  
}  
else if (data == 'S') {  
    Serial.println("\nStop playback");  
    stop_all();  
}  
}
```