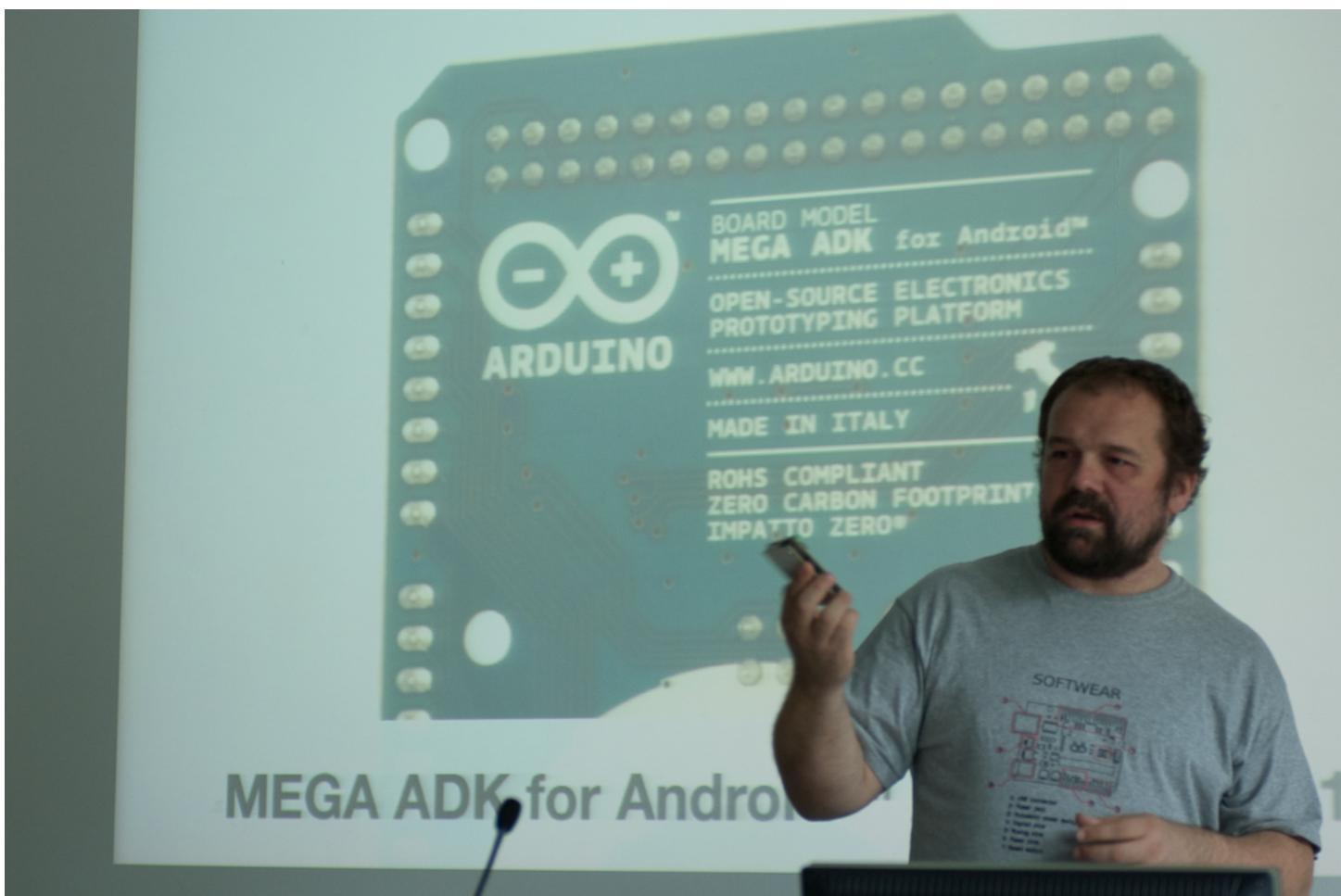


# Music WebRTC

**Most of the e-learning platforms support theoretical lessons**



# What about practical activities where you don't have just to see just a teacher talking but you have to be involved in practical activities?



```
File Edit Sketch Tools Help
2012_arduino_android_bluetoothv1 | Arduino 1.0.1
File Edit Sketch Tools Help
2012_arduino_android_bluetoothv1 $ 
}

void loop(){
  if( millis() - ultimo >= periodo ){
    ultimo = millis();
    Serial.print("\n----- 50 MILISEGUNDOS DEPOIS -----");
    tmpSensorValue0 = analogRead(A0);
    tmpSensorValue1 = analogRead(A1);
    tmpSensorValue0 = map(tmpSensorValue0, 0, 1023, 200, 380);
    tmpSensorValue1 = map(tmpSensorValue1, 0, 1023, 20, 40);

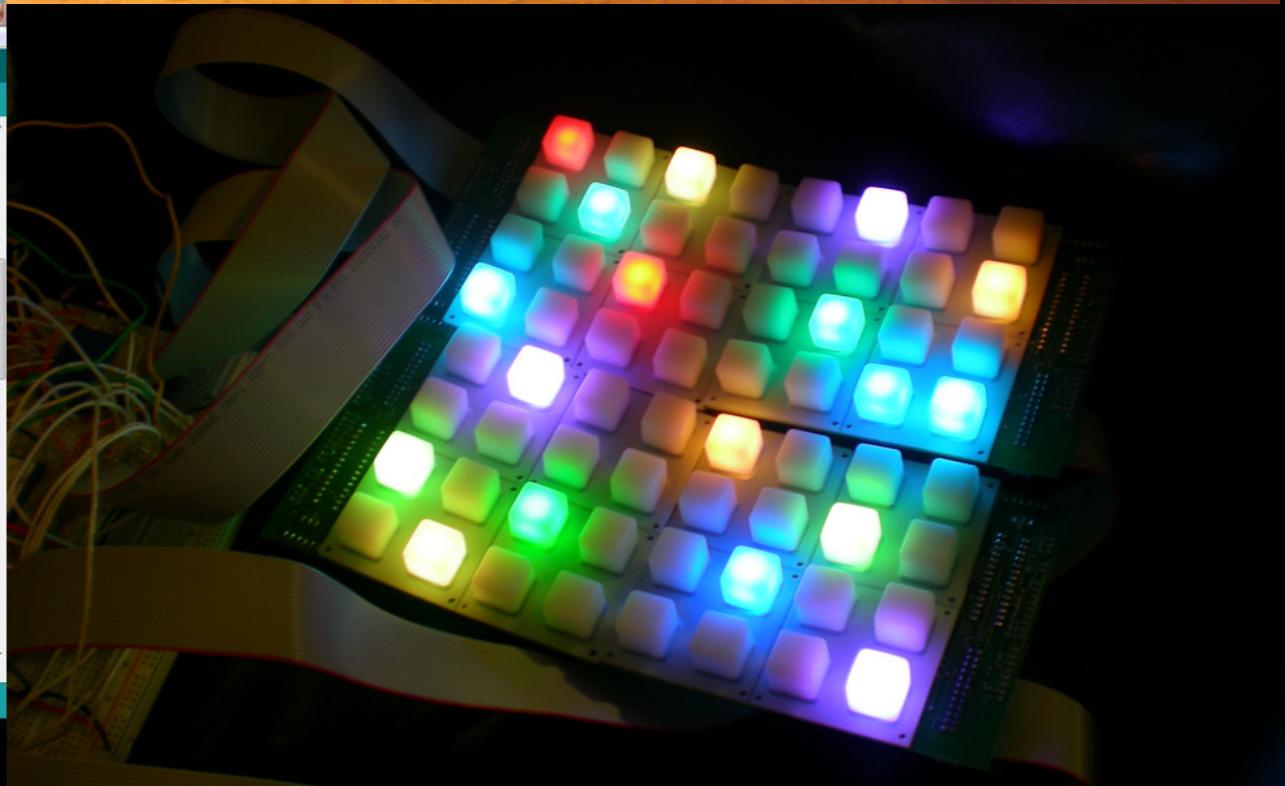
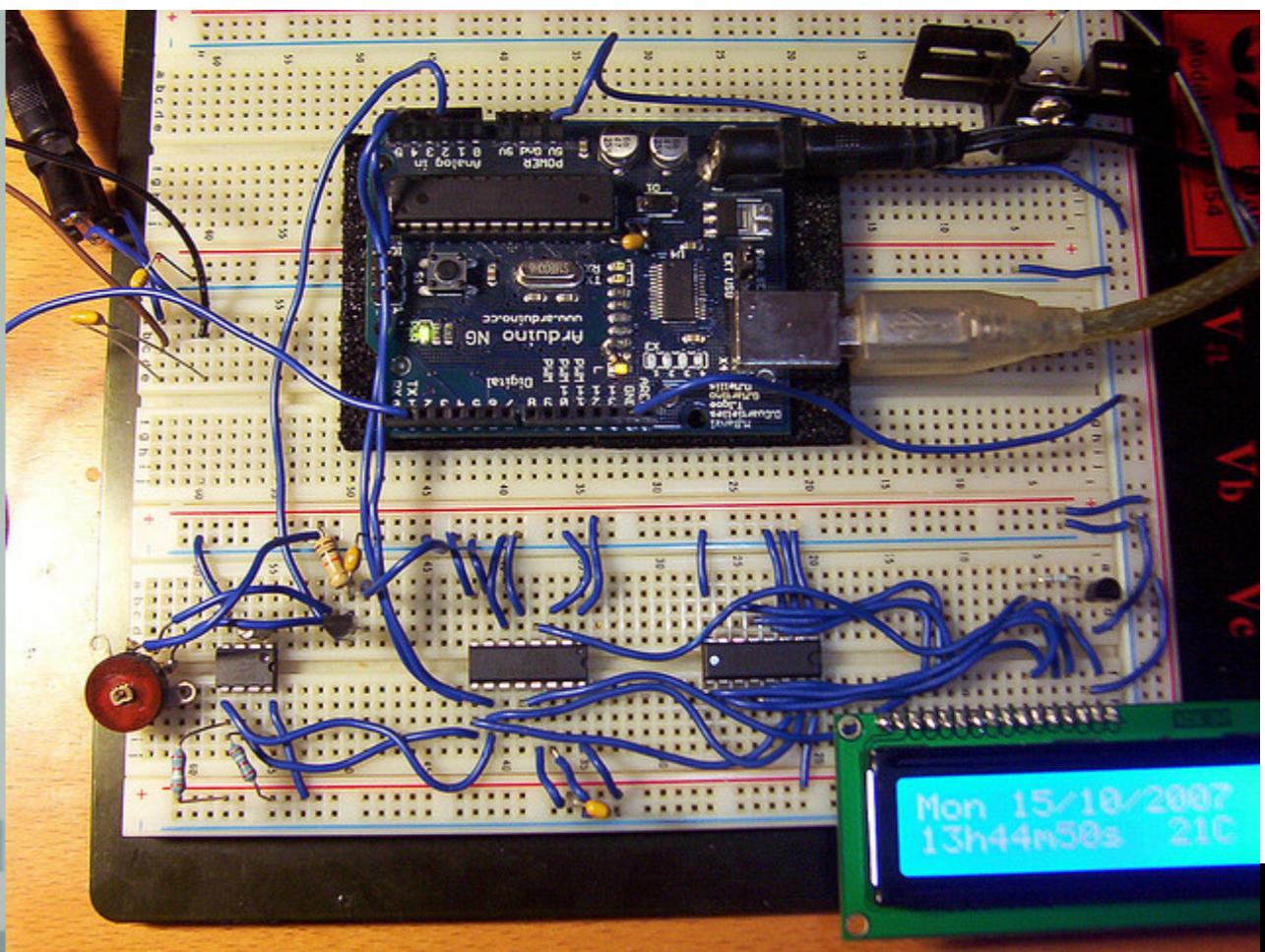
    if( tmpSensorValue0 > sensorValue0 + 3 || tmpSensorValue0 < sensorValue0 - 3){
      Serial.print("\n----- Alteração do Potencímetro -----");
      sensorValue0 = tmpSensorValue0;sensorValue1 = tmpSensorValue1;
      userInput_tmp[5] = char((sensorValue0/10) + 48);userInput_tmp[6] = char((sensorValue1%10) + 48);
      userInput_tmp[1] = char((tmpSensorValue0/100) + 48);userInput_tmp[2] = char((tmpSensorValue0/10)%10 + 48);userInput_tmp[3] = char((tmpSensorValue0%10) + 48);
    }
    else{
      readuserdata();
    }

    Serial.print("\n ----- Resto ----- ");
    filter=((userInput_tmp[5]-48)*0.1) - 0.2) + (userInput_tmp[6]-48)*0.025;

    Serial.print("\nFILTER char:");
    Serial.print(userInput_tmp[5]);
    Serial.print(userInput_tmp[6]);
    Serial.print("\nFILTER value:");
    Serial.print(filter);

    servopos = (servopos*(1.0 - filter)) + (((userInput_tmp[1]-48)*100) + ((userInput_tmp[2]-48)*10) + (userInput_tmp[3]-48) - 200)*filter;
    Serial.print("\nServo cahrs:");
    Serial.print(userInput_tmp[1]);
    Serial.print(userInput_tmp[2]);
    Serial.print(userInput_tmp[3]);
    Serial.print("\nServo value:");
    Serial.print( int(servopos) );
  }

  Done uploading
Binary sketch size: 10.786 bytes (of a 32.256 byte maximum)
```



We created  
**Music WebRTC**

**Music WebRTC** is an e-learning  
platform to learn how to play  
music.



# **Music WebRTC**

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