MY PIANO: PART 2
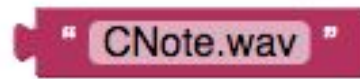
In this section, you will code the buttons in the app to play notes like a piano!

PLAY A NOTE

1 Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu),open your MyPiano project, and click the **Blocks** button to go to Blocks Editor.

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Designe   Blocks

2 Using the blocks below, code the **CNote** Button to:
- ○ Play the correct sound file.
- ○ Display "C" in the **NoteLabel**.

" C "

" CNote.wav "

set NotePlayer ▾ . Source ▾ to

when CNote ▾ .Click
do

set NotesLabel ▾ . Text ▾ to

call NotePlayer ▾ .Start

Get the **sequence** right! Remember to set the *Source* for the **NotePlayer** component before you start the Player!

PLAY D NOTE

3 Do the same for the **DNote** button. The easiest way to code it is to Duplicate the **CNote.Click** event block. Another set of blocks will appear. Click the drop-down menu and select "**DNote**" to change it to that Button's Click event.

Note: The **X** that appears means that there are two identical events in your app. It will disappear when you change CNote to DNote.
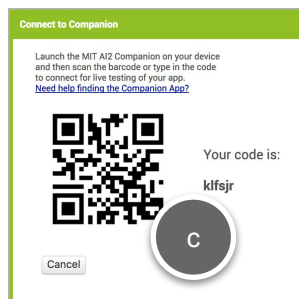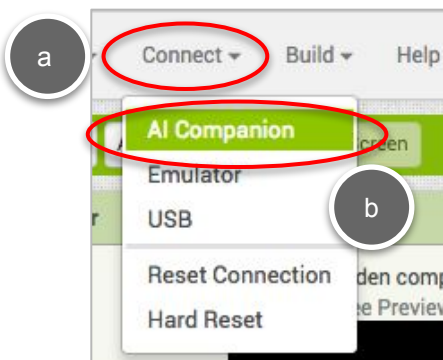
4 In the **DNote.Click** event, change all references to "C" to "D". – – – – – – ➤
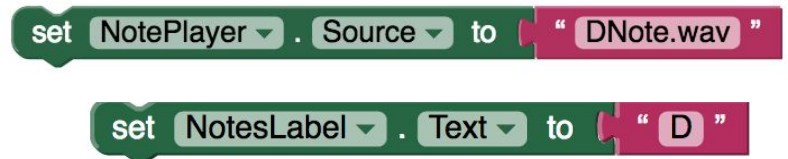
TESTING!

5 Let's test just these two notes. Connect to your tablet and try pressing the C and D buttons. Do they play different notes?

Connect to Companion

Launch the MIT AI2 Companion on your device and then scan the barcode or type in the code to connect for live testing of your app.
Need help finding the Companion App?

Your code is:

klfsjr

Cancel

Scan the QR code with MIT AI Companion on your phone or tablet.

In the next lesson, you will use a new block, a Procedure, to make the rest of your buttons play notes too!

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts learned in Part 2.

My Piano
1. Events:
2.   Sequences