MUSIC MAKER: CHALLENGE

You will write the code now to Record music you make with your Music Maker!

Designer | Blocks

START HERE

1 Open your MusicMaker project and go to the Designer.

2 Add the following Components:

Drawer	Component	Name	Property	Setting
Layout	Horizontal-Arrangement	Record-Arrangement	*Width*	"**Fill Parent**"
User Interface	Button	RecordButton	*Text*	"**Record**"
User Interface	Button	PlayRecordingButton	*Text*	"**Play Recording**"
Media	Player	RecordingPlayer		
Media	SoundRecorder	SoundRecorder1		

Your new components should appear like this when you're finished.

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1

MIT APP INVENTOR
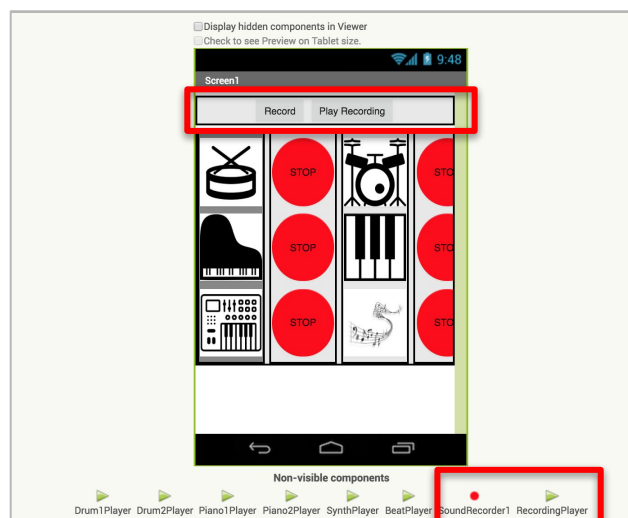
Here is the idea; when the user presses a Record button, the app will start recording. But the button text will also change to say "**Stop Recording**".
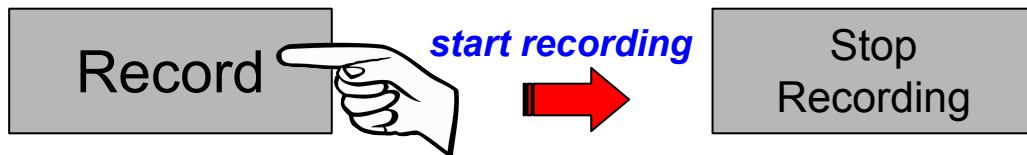
Likewise, if the app is currently recording, when the user presses the button the app will stop recording and change the button's text back to "**Record**".
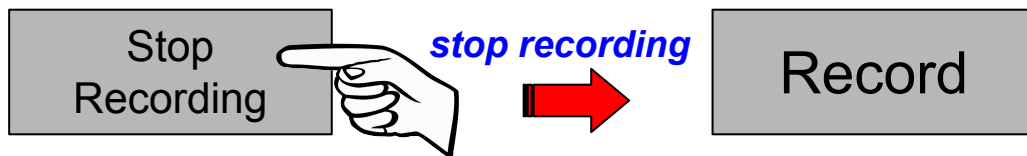
BOOLEAN VARIABLE

3 You will use a Boolean variable to keep track of whether the app is recording or not. Initially, you are not recording, so the variable is **false**. Create and initialize the new variable, and name it **recording**.
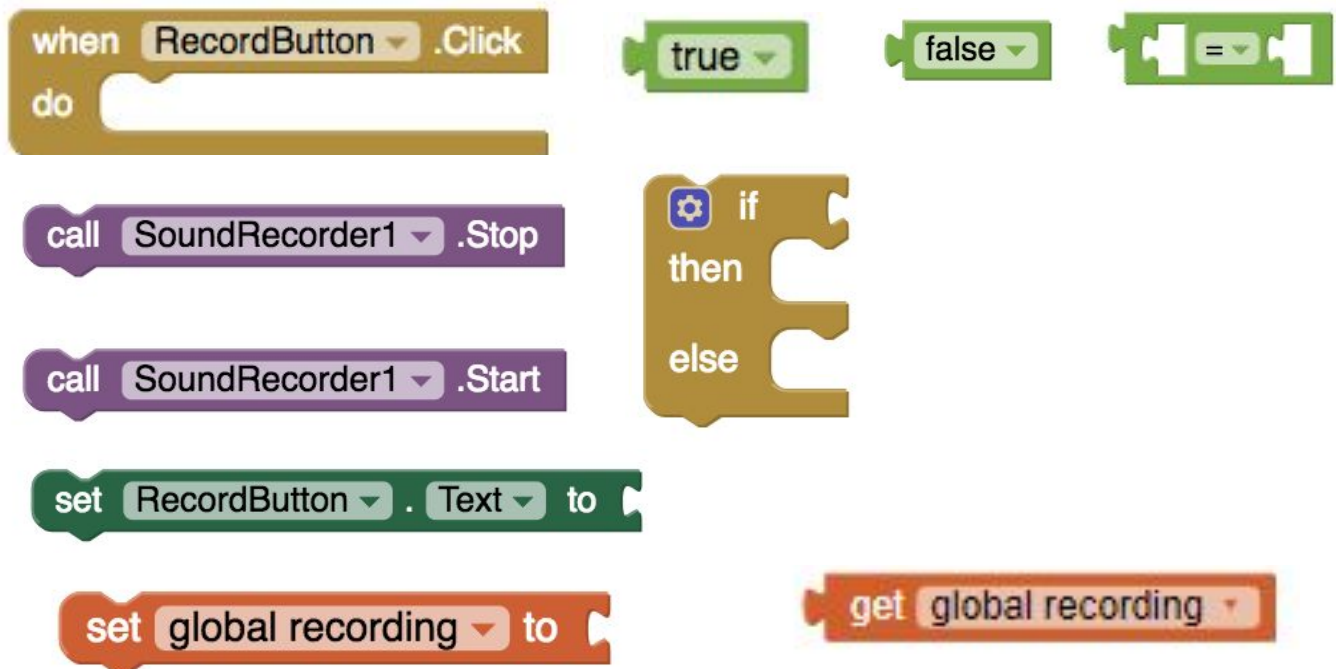
CHECK IF WE ARE RECORDING

4 When the **RecordButton** is clicked, you need to check whether or not you are recording.

If recording:

- ○ Stop recording.
- ○ Display "Record" on **RecordButton**.
- ○ Set **recording** to *false*.

- else (not recording)
    - ○ Start recording.
    - ○ Display "Stop recording" on **RecordButton**.
    - ○ Set **recording** to *true*.

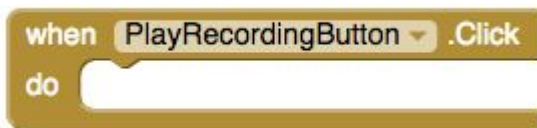Use the blocks below.

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AFTER RECORDING

5 For the **SoundRecorder**, after the music is recorded, you want to save the recording so the **RecordingPlayer** component can replay it. The sound variable is the recorded sound, so set the *Source* of your **RecordingPlayer** to **sound**.

6 Also code the **PlayRecordingButton.Click** event!

What should happen when the user clicks this button?

7 You might want to disable the **PlayerRecordingButton** until the sound has been recorded. Can you figure out how to disable and enable that Button?

8 As always, test your app to make sure it works as expected!

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