# MY PIANO: PART 2

In this section, you will create a project with App Inventor that will play notes like a piano!

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## START HERE

Go to the MIT App Inventor website (<a href="http://ai2.appinventor.mit.edu">http://ai2.appinventor.mit.edu</a>) and open your MyPiano project.



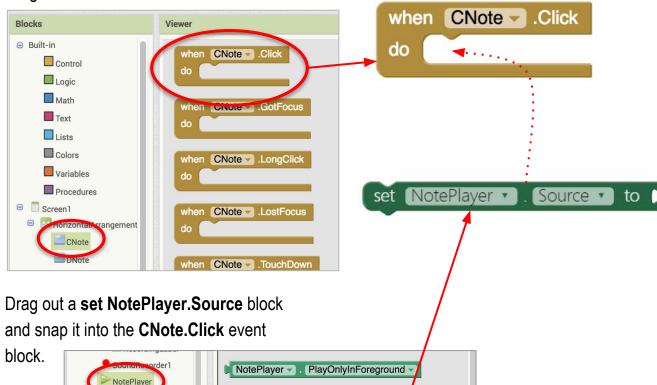
Report an Issue

English -

Drag out a **CNote.Click** event block.

Any component

Rename Delete



set NotePlayer ▼ . PlayOnlyInForeground ▼ to



set NotePlayer . Source to

NotePlayer

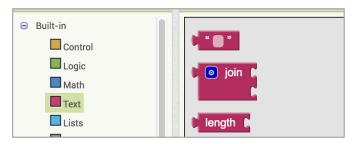
# **SET THE SOUND FILE**

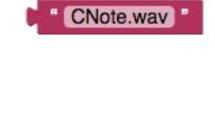


Drag out a **Text** block, modify its content to "CNote.wav" and snap it to

**set NotePlayer.Source**. This will set **NotePlayer**'s sound file source to one of the pre-uploaded sound files: **CNote.wav**.







```
when CNote . Click
do set NotePlayer . Source to CNote.way "
```

call NotePlayer •

.Start

Drag out a **NotePlayer.Start** block. It will play the sound file you specified in the previous step.

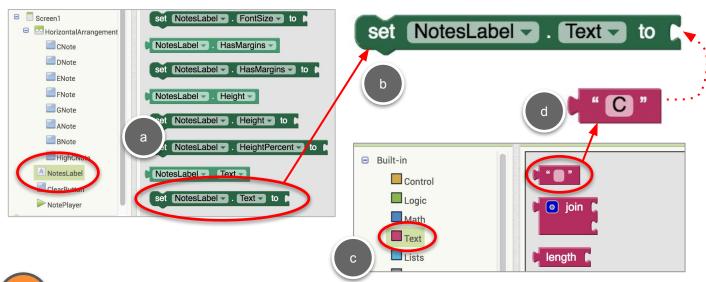
```
Blocks
                            Viewer
     Math
                                  n NotePlayer .Completed
    Text
    Lists
    Colors
                                when NotePlayer .OtherPlayerSt
    Variables
    Procedures
□ Screen1
 ⊟ MorizontalArrange
                                when NotePlayer .PlayerErro
       CNote
                                message
       DNote
       ENote
       FNote
                               call NotePlayer .Pause
       GNote
       ANote
                               call NotePlayer .Start
                               call NotePlayer .Stop
                               call NotePlayer .Vibrate
      NotePlaye
```



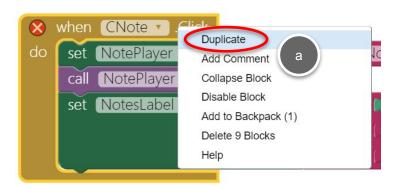
#### **DISPLAY THE NOTE**

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Drag out a **set NotesLabel.Text** block and a **Text** block with "C". This will display the current note being played as it plays. Snap it in below **NotePlayer.Start**.



Right-click the **CNote.Click** event and Duplicate it. Another set of blocks will appear. Click the drop-down menu and select "**DNote**" to change it to that Button's Click event.



In the **DNote.Click** event, change all references to "C" to "D".







Note: don't worry about the X when you duplicate the event, this X indicates that there are two identical events in your app and will disappear when you change to the other event.



# **TESTING!**

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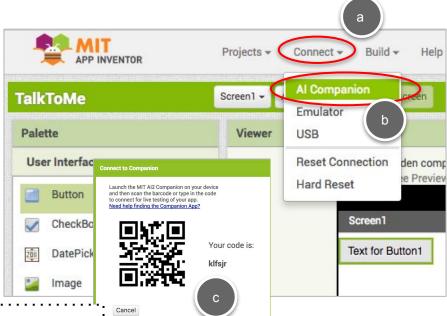
Stop here and test just these two notes!

Start MIT Al2 Companion on your tablet



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Connect to your tablet and try pressing the C and D buttons. Do they play different notes?



Scan the QR code with MIT Al2 Companion

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:
                when CNote .Click
                do
2.
                                              Sequences
   when CNote .Click
                                     " CNote.wav "
   do
       set NotePlayer ▼ . Source ▼ to
       call NotePlayer 		■ .Start
       to
```