```
when Libre .Click
do  set Menu . Visible to  false
    set Modo_Libre . Visible to  true
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  false
    set Videos . Visible to  false
```

This part it´s the inizialitation of the menu Screen

```
when Config .Before Picking
do  set Config . Elements to  Bluetooth_Client1 . Addresses And Names
```

```
when Config .After Picking
    selection
do  set Config . Selection to  call Bluetooth_Client1 .Connect
                                    address  Config . Selection
```

This part it´s the about Bluetooth Connection to connec to your device

```
when VolverL .Click
do  set Menu . Visible to  true
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  false
    set Videos . Visible to  false
```

This part it´s about the Return Button of the
Instrument Changes Screen

```
when Bajoac .Click
do  call Bluetooth_Client1 .Send Text
                        text  "1"
```

```
when Flauta .Click
do  call Bluetooth_Client1 .Send Text
                        text  "5"
```

```
when Bajoel .Click
do  call Bluetooth_Client1 .Send Text
                        text  "2"
```

```
when Ocarina .Click
do  call Bluetooth_Client1 .Send Text
                        text  "6"
```

```
when Guitarrac .Click
do  call Bluetooth_Client1 .Send Text
                        text  "3"
```

```
when Violin .Click
do  call Bluetooth_Client1 .Send Text
                        text  "7"
```

```
when Guitarrael .Click
do  call Bluetooth_Client1 .Send Text
                        text  "4"
```

```
when Trompeta .Click
do  call Bluetooth_Client1 .Send Text
                        text  "8"
```

This are the buttons for change the
instrument sending text to the Arduino with
the Bluetooth

```
when Aprendizaje .Click
do  set Screen2 . Screen Orientation to  " Landscape "
    set Menu . Visible to  false
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  true
    set FácilDificil . Visible to  false
    set Videos . Visible to  false
```

This part is the game screen,

```
when VolverA .Click
do  set Screen2 . Screen Orientation to  " Portrait "
    set Menu . Visible to  true
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  false
    set Videos . Visible to  false
```

This 3 buttons in the last part are the 3 songs that we use

```
when Estrellita .Click
do  set Menu . Visible to  false
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  true
    set Videos . Visible to  false
    set FácilDificil1 . Visible to  true
    set FácilDificil2 . Visible to  false
    set FácilDificil3 . Visible to  false
```

```
when Minuet .Click
do  set Menu . Visible to  false
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  true
    set Videos . Visible to  false
    set FácilDificil1 . Visible to  false
    set FácilDificil2 . Visible to  true
    set FácilDificil3 . Visible to  false
```

```
when Oda .Click
do  set Menu . Visible to  false
    set Modo_Libre . Visible to  false
    set Modo_Aprendizaje . Visible to  false
    set FácilDificil . Visible to  true
    set FácilDificil1 . Visible to  false
    set FácilDificil2 . Visible to  false
    set FácilDificil3 . Visible to  true
```

```
when Fácil1 .Click
do  call Youtube_Player1 .Instant Load
                        video Id  " FIBSvg55xGw "
    call Youtube_Player1 .Play
    set Videos . Visible to  true
    set Estrellita_Fácil . Visible to  true
    set FácilDificil1 . Visible to  false
    set Estrellita_Dificil . Visible to  false
    set Minuet_Dificil . Visible to  false
    set Minuet_Fácil . Visible to  false
    set Oda_Dificil . Visible to  false
    set Oda_Fácil . Visible to  false
    set Comenzar1 . Visible to  false
    set CorrectoIncorrecto1 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
```

```
when Fácil2 .Click
do  call Youtube_Player3 .Instant Load
                        video Id  " htkUpPOuQTk "
    call Youtube_Player3 .Play
    set Videos . Visible to  true
    set Minuet_Fácil . Visible to  true
    set FácilDificil2 . Visible to  false
    set Estrellita_Dificil . Visible to  false
    set Estrellita_Fácil . Visible to  false
    set Oda_Dificil . Visible to  false
    set Oda_Fácil . Visible to  false
    set Minuet_Dificil . Visible to  false
    set Comenzar3 . Visible to  false
    set CorrectoIncorrecto3 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
```

```
when Fácil3 .Click
do  call Youtube_Player5 .Instant Load
                        video Id  " pR0DJm8sVJ8 "
    call Youtube_Player5 .Play
    set Videos . Visible to  true
    set Oda_Fácil . Visible to  true
    set FácilDificil3 . Visible to  false
    set Estrellita_Dificil . Visible to  false
    set Estrellita_Fácil . Visible to  false
    set Minuet_Dificil . Visible to  false
    set Minuet_Fácil . Visible to  false
    set Oda_Dificil . Visible to  false
    set Comenzar5 . Visible to  false
    set CorrectoIncorrecto5 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
```

```
when Dificil1 .Click
do  call Youtube_Player2 .Instant Load
                        video Id  " SK1Cm2AqgFE "
    call Youtube_Player2 .Play
    set Videos . Visible to  true
    set Estrellita_Dificil . Visible to  true
    set FácilDificil1 . Visible to  false
    set Estrellita_Fácil . Visible to  false
    set Minuet_Dificil . Visible to  false
    set Minuet_Fácil . Visible to  false
    set Oda_Dificil . Visible to  false
    set Oda_Fácil . Visible to  false
    set Comenzar2 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
    set CorrectoIncorrecto2 . Visible to  false
```

```
when Dificil2 .Click
do  call Youtube_Player4 .Instant Load
                        video Id  " qxOoVlqqI_k "
    call Youtube_Player4 .Play
    set Videos . Visible to  true
    set Minuet_Dificil . Visible to  true
    set FácilDificil2 . Visible to  false
    set Estrellita_Dificil . Visible to  false
    set Estrellita_Fácil . Visible to  false
    set Oda_Dificil . Visible to  false
    set Oda_Fácil . Visible to  false
    set Minuet_Fácil . Visible to  false
    set Comenzar4 . Visible to  false
    set CorrectoIncorrecto4 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
```

```
when Dificil3 .Click
do  call Youtube_Player6 .Instant Load
                        video Id  " 39RNT5ikpd4 "
    call Youtube_Player6 .Play
    set Videos . Visible to  true
    set Oda_Dificil . Visible to  true
    set FácilDificil3 . Visible to  false
    set Estrellita_Dificil . Visible to  false
    set Estrellita_Fácil . Visible to  false
    set Minuet_Dificil . Visible to  false
    set Minuet_Fácil . Visible to  false
    set Oda_Fácil . Visible to  false
    set Comenzar6 . Visible to  false
    set CorrectoIncorrecto6 . Visible to  false
    set Screen2 . Screen Orientation to  " Portrait "
```

```
when Youtube_Player1 .Fullscreen
```

```
when Youtube_Player1 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar1 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```

```
when Youtube_Player3 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar3 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```

```
when Youtube_Player5 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar5 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```

```
when Youtube_Player2 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar2 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```

```
when Youtube_Player4 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar4 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```

```
when Youtube_Player6 .Fullscreen
fullscreen
do  if    get fullscreen  =  true
    then  set Screen2 . Screen Orientation  to  " Landscape "
          set Comenzar6 . Visible  to  false
    else  set Screen2 . Screen Orientation  to  " Portrait "
```
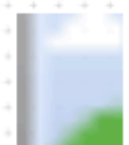
```
when Youtube_Player1 .State Changed
state
do  set Comenzar1 . Visible  to  true
    call Youtube_Player1 .Exit Fullscreen
```

```
when Youtube_Player3 .State Changed
state
do  set Comenzar3 . Visible  to  true
    call Youtube_Player3 .Exit Fullscreen
```

This screen and the screen
before this are about the
difficult of every song and the
YouTube video of each song

```
when Youtube_Player5 .State Changed
state
do  set Comenzar5 . Visible  to  true
    call Youtube_Player5 .Exit Fullscreen
```

```
when Youtube_Player2 .State Changed
state
do  set Comenzar2 . Visible  to  true
    call Youtube_Player2 .Exit Fullscreen
```

```
when Youtube_Player4 .State Changed
state
do  set Comenzar4 . Visible  to  true
    call Youtube_Player4 .Exit Fullscreen
```
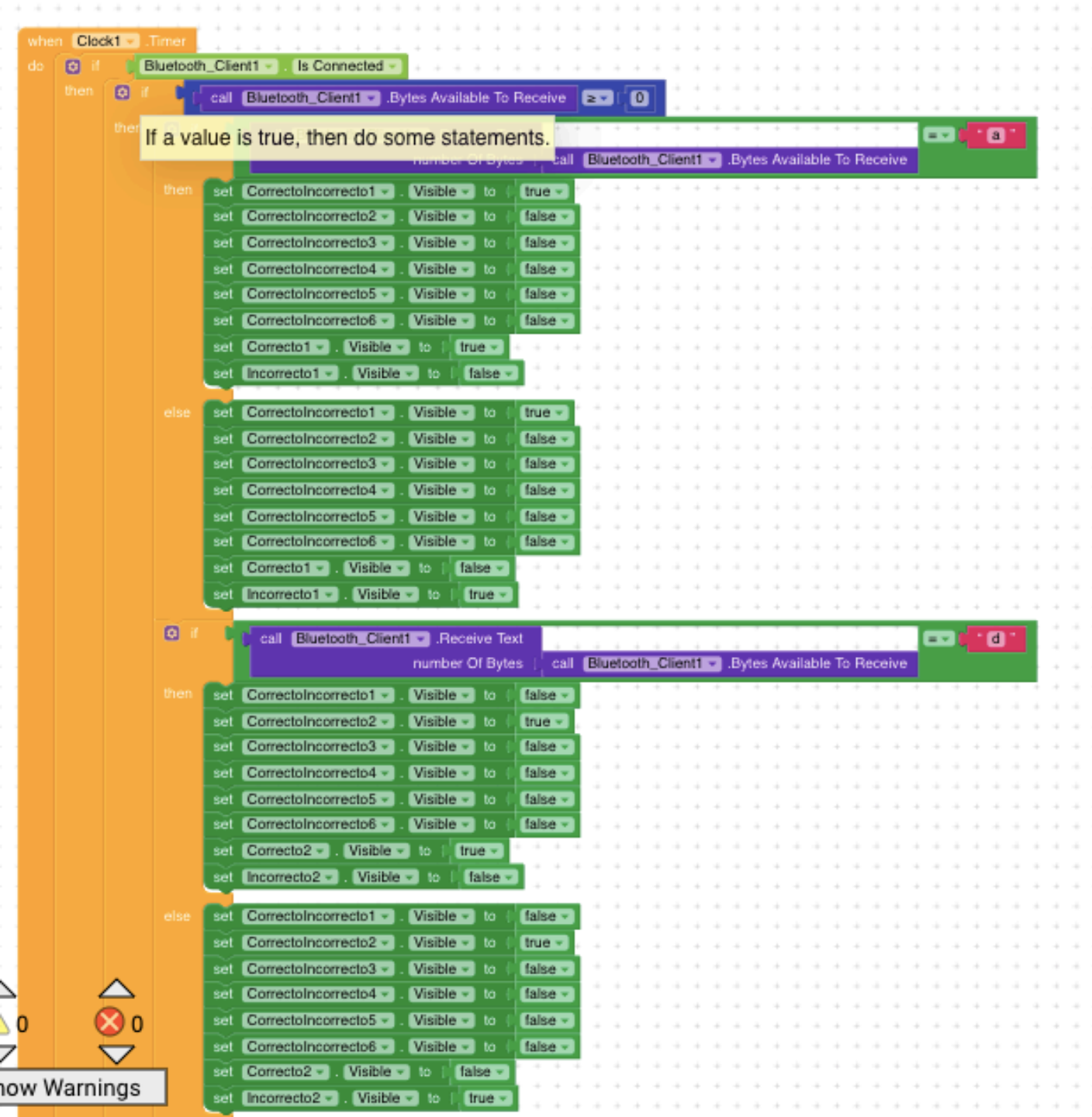
```
when Youtube_Player6 .State Changed
state
do  set Comenzar6 . Visible  to  true
    call Youtube_Player6 .Exit Fullscreen
```

```
when Comenzar1 .Click
do  call Bluetooth_Client1 .Send Text
                                 text  " s "
```

```
when Comenzar3 .Click
do  call Bluetooth_Client1 .Send Text
                                 text  " f "
```

```
when Comenzar5 .Click
do  call Bluetooth_Client1 .Send Text
                                 text  " l "
```

```
when Comenzar2 .Click
do  ⚠ call Bluetooth_C ⚠ 1 .Send Text
                                 text  " c "
    ⚠ 0      ✖ 0
    ▽         ▽
```

Show Warnings

```
when Comenzar4 .Click
do  call Bluetooth_Client1 .Send Text
                                 text  " i "
```

```
when Comenzar6 .Click
do  call Bluetooth_Client1 .Send Text
                                 text  " p "
```

The next 3 screens are about recibing characters from the Arduino in the game like guitar hero, showing if the sequence it´s correct or not

```
if    call Bluetooth_Client1 .Receive Text                                        = "g"
           number Of Bytes | call Bluetooth_Client1 .Bytes Available To Receive
then  set CorrectoIncorrecto1 . Visible to  false
      set CorrectoIncorrecto2 . Visible to  false
      set CorrectoIncorrecto3 . Visible to  true
      set CorrectoIncorrecto4 . Visible to  false
      set CorrectoIncorrecto5 . Visible to  false
      set CorrectoIncorrecto6 . Visible to  false
      set Correct...            Returns true iff the component is visible.
      set Incorrecto3 . Visible to  false
else  set CorrectoIncorrecto1 . Visible to  false
      set CorrectoIncorrecto2 . Visible to  false
      set CorrectoIncorrecto3 . Visible to  true
      set CorrectoIncorrecto4 . Visible to  false
      set CorrectoIncorrecto5 . Visible to  false
      set CorrectoIncorrecto6 . Visible to  false
      set Correcto3 . Visible to  false
      set Incorrecto3 . Visible to  true

if    call Bluetooth_Client1 .Receive Text                                        = "()"
           number Of Bytes | call Bluetooth_Client1 .Bytes Available To Receive
then  set CorrectoIncorrecto1 . Visible to  false
      set CorrectoIncorrecto2 . Visible to  false
      set CorrectoIncorrecto3 . Visible to  false
      set CorrectoIncorrecto4 . Visible to  true
      set CorrectoIncorrecto5 . Visible to  false
      set CorrectoIncorrecto6 . Visible to  false
      set Correcto4 . Visible to  true
      set Incorrecto4 . Visible to  false
else  set CorrectoIncorrecto1 . Visible to  false
      set CorrectoIncorrecto2 . Visible to  false
      set CorrectoIncorrecto3 . Visible to  false
      set CorrectoIncorrecto4 . Visible to  true
      set CorrectoIncorrecto5 . Visible to  false
      set CorrectoIncorrecto6 . Visible to  false
      set Correcto4 . Visible to  false
      set Incorrecto4 . Visible to  true
```