[**Homework#13**](https://bb-csuohio.blackboard.com/webapps/assignment/uploadAssignment?content_id=_6362379_1&course_id=_168060_1&group_id=&mode=view)

Based on the shake detection code provided, develop an app that stores at least three songs (or any audio files), and on shaking your phone, the app plays the next song on the list of songs.

Solution:

Java code for playing songs for every shake:

public void onSensorChanged(SensorEvent event) {  
 x = event.values[0];  
 y = event.values[1];  
 z = event.values[2];  
 if (isFirstValue) {  
 float deltaX = Math.*abs*(last\_x - x);  
 float deltaY = Math.*abs*(last\_y - y);  
 float deltaZ = Math.*abs*(last\_z - z);  
 // If the values of acceleration have changed on at least two axes, then we assume that we are in  
 // a shake motion  
 if ((deltaX > shakeThreshold && deltaY > shakeThreshold)  
 || (deltaX > shakeThreshold && deltaZ > shakeThreshold)  
 || (deltaY > shakeThreshold && deltaZ > shakeThreshold)) {  
 //Don't play sound, if it is already being played  
  
 boolean playing = false;  
 for (MediaPlayer mediaPlayer : mMediaPlayer  
 ) {  
 if (mediaPlayer.isPlaying()) {  
 //Play the sound, when Phone is Shaking  
 playing = true;  
 }  
  
 }  
 if (!playing) {  
 mMediaPlayer[current\_media].start();  
 current\_media = (current\_media + 1) % media\_array.length;  
 }  
  
 }  
 }

I have left the screen to be blank, but for every shake the song changes.

Screenshots:

A black cell phone with a white screen

Description automatically generated

A screenshot of a computer program

Description automatically generated

I have saved songs in raw