var x=10;

var freqA = 174;

var freqS = 196;

var freqD = 220;

var freqF = 246;

var oscA, oscS, oscD, oscF;

var playingA = false;

var playingS = false;

var playingD = false;

var playingF = false;

function setup() {

createCanvas(750,750);

stroke(100,200,255);

background(255);

frameRate(20);

noFill();

backgroundColor = color(255, 0, 255);

textAlign(CENTER);

oscA = new p5.Oscillator();

oscA.setType('triangle');

oscA.freq(freqA);

oscA.amp(0);

oscA.start();

oscS = new p5.Oscillator();

oscS.setType('triangle');

oscS.freq(freqS);

oscS.amp(0);

oscS.start();

oscD = new p5.Oscillator();

oscD.setType('triangle');

oscD.freq(freqD);

oscD.amp(0);

oscD.start();

oscF = new p5.Oscillator();

oscF.setType('triangle');

oscF.freq(freqF);

oscF.amp(0);

oscF.start();

}

function draw() {

text('click here,\nthen press A/S/D/F\n keys to play', width / 2, 40);

if(x<750 && playingA == true){

translate(375,-175);

rotate(PI/4);

ellipse(375,375,750-x,x);

// rotate(-PI/4);

// translate(-375,175);

// ellipse(375,375,750-x,x);

x=x+10;

print(x);

}

if(x<750 && playingS == true){

translate(375,-195);

rotate(0);

// ellipse(375,375,750-x,x);

//rotate(-PI/4);

translate(-375,175);

ellipse(375,375,750-x,x);

x=x+10;

print(x);

}

if(x<750 && playingD == true){

translate(375,-175);

translate(210,22);

rotate(PI/8);

// ellipse(375,375,750-x,x);

//rotate(-PI/8);

translate(-375,175);

ellipse(375,375,750-x,x);

x=x+10;

print(x);

}

if(x<750 && playingF == true){

// ellipse(375,375,750-x,x);

translate(512,-157);

rotate(PI/3);

ellipse(375,375,750-x,x);

//rotate(-PI/18);

x=x+10;

print(x);

}

}

function keyPressed() {

print("got key press for ", key);

var osc1,osc2;

if (key == 'A') {

osc1 = oscA;

osc2 = oscS;

playingA = true;

} else if (key == 'S') {

osc1 = oscS;

osc2 = oscD;

playingS = true;

} else if (key == 'D') {

osc1 = oscS;

osc2 = oscF;

playingD = true;

} else if (key == 'F') {

osc1 = oscA;

osc2 = oscF;

playingF = true;

}

if (osc1&&osc2) {

osc1.amp(0.5, 0.1);

osc2.amp(0.5, 0.1);

playing = true;

}

}

function keyReleased() {

print("got key release for ", key);

var osc1;

if (key == 'A') {

osc1 = oscA;

osc2 = oscS;

playingA = false;

x=10;

} else if (key == 'S') {

osc1 = oscS;

osc2 = oscD;

playingS = false;

x=10;

} else if (key == 'D') {

osc1 = oscS;

osc2 = oscF;

playingD = false;

x=10;

} else if (key == 'F') {

osc1 = oscA;

osc2 = oscF;

playingF = false;

}

if (osc1&&osc2) {

osc1.amp(0, 0.5);

osc2.amp(0, 0.5);

playing = false;

}

}