Journal Report 16 01/20/20-01/27/20 Irina Lee Computer Systems Research Lab Period 1, White

# **Daily Log**

### Monday January 20

Martin Luther King Junior Day.

### **Tuesday January 21**

One problem with the test cases I used previously was that they all began with a thumb, so I didn't realize that my algorithm automatically assumed a 1 to start every piece. With Fur Elise, the algorithm would trip up and try to start with a 1212 instead of a 5454. To solve this problem, I implemented a scanning method (in conjunction with my motif method) that identifies the first local max or min, then determines hand position, which in turn determines which finger to start on. However, a problem with this solution is that some pieces are too short to establish a significant motif.

#### **Thursday January 23**

I made updates to my file output method to accept a different time signature. Fur Elise operates in 3/8 while all my previous test cases were in 4/4. I also wrote a method to keep track of the indices and duration of rests between notes, so I could place them into the LilyPond documentation correctly.

## **Timeline**

Date	Goal	Met
January 10th	Be able to generate a .ly file with cor-	Created a .ly template
	rect notes	
January 17th	Be able to generate a .ly file that re-	Created a file output method that
	flects the notes and fingering	generates a .ly file that reflects notes
		and fingering
January 24th	Debug the program's issues with fin-	INSERT CURRENT STATUS
	gering Fur Elise	
January 31st	Transfer my right hand fingering al-	_
	gorithm to my left hand	
February 7th	Algorithm can handle crossovers in	_
	succession	

## Reflection

This week, I fixed a areas of my algorithm that were causing errors, including the starting fingering and rests placement in the LilyPond file output method. Next week, I aim to transfer what I've written for the right hand into the left hand. For longer term goals, I hope to test my code on more and more complex pieces - I feel that this is the most effective and practical way to debug problems (especially ones that I may not be aware of yet) and expand my code's capabilities.

