

HackLab

think.hack.make.do.

# OLD MCDONALD HAD A PARTY...



```
in_thread do
  use_synth :fm
  live_loop :farmer do
    3.times do
      play 67
      sleep 0.5
    end
    play 62
    sleep 0.5
    2.times do
      play 64
      sleep 0.5
    end
    play 62
    sleep 1
    2.times do
      play 71
      sleep 0.5
    end
    2.times do
      play 67
      sleep 0.5
    end
    play 68
    sleep 1
  end
end
```

First, we're going to create a thread. This tells SonicPi that we want to run more than one script at a time. These separate scripts are called threads.

We add a synth to make it sound cooler. You can choose any one you like from the list that appears when you type the colon after `use_synth`. We've used `:fm`.

We then open a live loop which not only tells SonicPi to make our code repeat over and over, but allows us to change it while it's running.

The rest of this script is the sequence of notes struck to play 'Old McDonald Had A Farm'. The only problem is that some of the notes aren't quite right. Can you fix the tune?

1. Type the code in as it appears in this box. Click .
2.  the code, and listen to the way it sounds. Which notes are wrong?
3. Can you change the numbers in the code to make it sound right? Change the number, then listen again. Is it fixed?
4. Complete the challenge in the next box to turn your 'Old McDonald' into a clubthumper.

Let's give our tune some beats.


```
in_thread do
  loop do
    sample :loop_garzul
    sleep sample_duration :loop_garzul
  end
end
```

Down here, we'll make another thread, which will play the drum track for our song.

Then we'll loop it over and over. The loop sample we want to use is called `garzul`. It's got the right tempo.

Then we get SonicPi to wait for as long as it takes to play the sample and play it again.

Two `ends` for our two `dos`, and we're done!

Click  to make sure your code is complete, then click

