# Moveo coding task - Loop machine

- Create a page with 9 rows, each row is a channel which should represent an audio loop. (use unique color for each row)

- For each channel add a mute button (toggle on/off)

- Add section to the bottom of the page with the following buttons :
    - Play button - should start playing all channels simultaneously (which isn't muted)
    - Stop button - should stop all playing channels and go back to start.
    - Loop button (toggle on/off) - when active, each time the loop ends you should immediately go back to start and play again (loop).

    *make sure to detect toggle changes while playing
    * don't use native audio elements for UI (you can use it behind).
    * make sure nothing can break the sync between all channels
    * avoid any delay each time a loop is finished and starts over again.

- Add cursor on top of all channels (1px width from top to bottom) to show your current playing position in real time (while playing).

Bonus :
Add drag and drop abilities to the cursor ! (moving the playback to the dropped position)

General Reference:
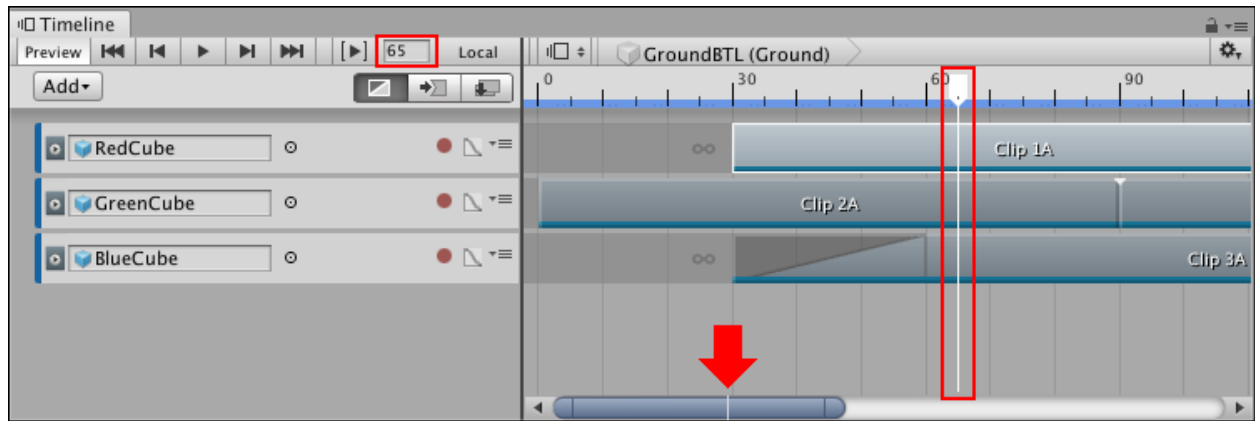
General guidelines:
- All the samples have the same length and BPM.
- Use any framework/library you'd like.
- Add clear comments to the code where needed.
- **Deploy** the project and supply the url.

Good luck!