INSTRUCTIONS:

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Goal of the Project:

In class 127, you have completed the design of an AI DJ Web App. And have started the JS part for the web application.

In this project you have to start the JS part for the web application, and complete - creating canvas, accessing the webcam, and importing p5.js sound library.

** This is a continuation of the project we did for Class 126. Please complete that project before attempting this project **

Story:

Party Master is an event hosting company. This time they have got an offer to host an event at an old age home. So they are planning to have one of the old grandpa to be the DJ. Since an old grandpa will be playing the DJ they want it to be simple, where a grandpa can play music just by raising his hands. And they want someone to build this awesome web app for them.
We have completed designing for this web app. Now let's start with the JS part by creating a canvas, accessing the webcam, and importing p5.js sound library.

Getting Started:

1. Import p5.js sound library in **index.html**.
2. Start JS coding in **main.js** file. You will find these files in the **AI-Music-Web-App** folder which you have created in the previous class.

Specific Tasks to complete the Project:

1. Import p5.js sound library in the head section of **index.html** file. In this link you will find p5.js sound library.
   - Copy the 2nd link for the p5.js sound library from the given link because that is the most stable link.
     - We are importing p5.js sound library because we will be using music files in the web app.
Start JS in **mian.js** file.
1. Download any 2 songs which you like in mp3 format from google, and put these songs inside the **AI-Music-Web-App** folder.

- If you don't find any songs from google in mp3 format, then you can download songs from this link and put them inside the **AI-Music-Web-App** folder.
2. Define 2 variables to hold the 2 music files at the beginning of main.js file.
3. Define a p5.js **preload()** function, and inside it write code for loading the 2 music files which you have downloaded, so that you can use these music files in your web app.
4. Define a p5.js **setup()** function, and inside it write code for:
   - Creating canvas and getting the canvas in the center of the screen.
   - Accessing the webcam.
   - Hiding the **extra** component created by p5.js for the webcam live view.
     - We are hiding this **extra** component, because we will be placing a webcam live view on canvas.
5. Define a p5.js **draw()** function, and write code for placing the webcam live view on the canvas.

Submitting the Project:

IF you have not created a repository in the previous project and this is the first time you are hosting an AI Music Web App project on GitHub then:

1. Upload all the files which you have created in the **AI-Music-Web-App** folder on GitHub.
2. You can get the steps to do this by clicking on this link.
3. Copy the hosted link which you will get after uploading all your files on GitHub and submit it in the Student Dashboard Projects panel against the correct class number.

OR

IF you have already hosted AI Music Web App project on GitHub then:
1. Upload the 2 music files which you have downloaded on GitHub.
2. Reupload **index.html** and **main.js** file on GitHub, this is done because you have made changes in these files.
3. You can get the steps to do this by clicking on this link.
4. Copy the hosted link which you will get after uploading all your files on GitHub and submit it in the Student Dashboard Projects panel against the correct class number.

DO NOT TRY TO HOST THIS ON DRIVE TO WEB BECAUSE WE WILL BE USING AUDIO FILES IN THIS PROJECT AND DRIVE TO WEB WON'T SUPPORT

Hints:

1. Write code for loading the music files
   - Use the **loadSound()** function of p5.js and pass the music file name to **loadSound()** function.
2. Write code for placing the webcam live view on the canvas.
   - Use the **image()** function of p5.js to place the webcam live view on canvas.
   - **image()** function takes 5 parameters:
     - Variable name which holds the webcam live view which is to be place on the canvas
     - X coordinate
     - Y coordinate
     - Width of the webcam live
     - Height of the webcam live
   - While placing the webcam live view on the canvas, remember to give the width and height the same as given to canvas. So that webcam live view covers the whole canvas.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project your teacher will send you feedback on your work.

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