**CMPT 365 A2 Report**

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We are using the Java skeleton code. We started off by following the Java tutorial provided with the assignment package. This allowed us to load videos. Through the Oracle Docs, we were able to find a piece of code Oracle provided which allowed the user to select which file he/she wants to open. A minor modification was made to include extra file types. We included getImageFilename’s functionality in the openImage function since it was easier for us to manage things. We put the Oracle code inside this function. We also distinguished between videos and images within this function and run the appropriate code based off of the decision, allowing for a more smooth and robust flow of execution.

In the createFrameGrabber function, we set imagine equal to frame, so that way the playImage function has the image variable set to the current frame and can play the sound on said frame. Doing this allowed the video to be played. The video can also be played at any given frame by pressing the play button and the noise will output for that frame.

**Extra Feature #1 – Volume Control**

Using Scene builder, we added a volume slider and gave it the name “volslider” under fxid. This was done similarly to how the first slider was made from the tutorial. We then used this slider to set the volume. We made the default value 100 since that is typical in all video players. The user can slide the slider left or right to adjust the volume when the noise is playing and it scales up and down at levels proportionate to the length of the slider and where the circle is on said slider. We used mixers since they are convenient with the given setup. We also referred to the following YouTube video for some inspiration: <https://www.youtube.com/watch?v=X9mEBGXX3dA>. However, this video used a different setup so we had to make modifications.

**Extra Feature #2 – Resizable window?**