package com.example.xylophone;  
import android.media.AudioManager;  
import android.media.SoundPool;  
import android.os.Bundle;  
import android.util.Log;  
import android.view.View;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
  
 // Helpful Constants  
 private final int sim\_sound = 7;  
 private final float lft\_vol = 1.0f;  
 private final float rgt\_vol = 1.0f;  
 private final int loop = 0;  
 private final int prty = 0;  
 private final float NORMAL\_PLAY\_RATE = 1.0f;  
  
 // Add member variables here  
 private SoundPool mSoundPool;  
 private int mCSoundId1;  
 private int mDSoundId2;  
 private int mESoundId3;  
 private int mFSoundId4;  
 private int mGSoundId5;  
 private int mASoundId6;  
 private int mBSoundId7;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 // Create a new SoundPool  
 mSoundPool = new SoundPool(sim\_sound, AudioManager.*STREAM\_MUSIC*, 0);  
  
 // Load and get the IDs to identify the sounds  
 mCSoundId1 = mSoundPool.load(getApplicationContext(), R.raw.*note1\_c*, 1);  
 mDSoundId2 = mSoundPool.load(getApplicationContext(), R.raw.*note2\_d*, 1);  
 mESoundId3 = mSoundPool.load(getApplicationContext(), R.raw.*note3\_e*, 1);  
 mFSoundId4 = mSoundPool.load(getApplicationContext(), R.raw.*note4\_f*, 1);  
 mGSoundId5 = mSoundPool.load(getApplicationContext(), R.raw.*note5\_g*, 1);  
 mASoundId6 = mSoundPool.load(getApplicationContext(), R.raw.*note6\_a*, 1);  
 mBSoundId7 = mSoundPool.load(getApplicationContext(), R.raw.*note7\_b*, 1);  
  
 }  
  
 // Add the play methods triggered by the buttons  
 public void c (View v){  
 mSoundPool.play(mCSoundId1, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 public void d (View v){  
 mSoundPool.play(mDSoundId2, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 // Add the play methods triggered by the buttons  
 public void e (View v){  
 mSoundPool.play(mESoundId3, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 public void f (View v){  
 mSoundPool.play(mFSoundId4, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 public void g (View v){  
 mSoundPool.play(mGSoundId5, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 public void a (View v){  
 mSoundPool.play(mASoundId6, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
 public void b (View v){  
 mSoundPool.play(mBSoundId7, lft\_vol, rgt\_vol, prty,loop,NORMAL\_PLAY\_RATE);  
 }  
  
}