FINAL PROJECT WRITE UP

Inèz Hemme and Mette Laros

Synopsis

We chose the shopwindow of a music store called 'van Weersel & Zn.'. In the shopwindow are guitars on display that are also in our program, just as the djembe and some music stands.

Usage and interactions

In our program you can click on a instrument and it will play a song/sample of the instrument. You can turn on the discoswitch and press any key to play disco music.

Architecture

In each class there is a display method that draws the instruments. In the main tab all the display methods are called. The mouseClicked function in the main tab makes the on/off switch for the discommode work. The play voids make sure that the instruments play the music, it is called by the mousePressed.

Background
display ()

Banjo
display ()
play ()

Djembe
display ()
play ()

Flute
display ()
play ()

Guitar
display ()
play()

Deignt
display()
move ()

Poster
display ()

Saxophone
display ()
play ()

Stand
display ()

Switch
display ()

trombone
display ()
play ()

Eight
display()
move ()

Quarter
display()
move ()

main
setup ()
draw ()
mousePressed()
MouseClicked ()
KeyPressed ()