Choice of RAM

1GB 2GB 4GB

NEW

More powerful
processor

USB-C
Power
supply

MICRO HDMI PORTS
Supporting 2 × 4K displays

USB 2

USB 3

GIGABIT
ETHERNET

Jukebox

IOT-MAKERSLAB

Discover

RASPBERRY PI PROJECT

BEIDE INTERESSE IN MUZIEK

JUKEBOX

Analyse

CONCURRENTIE (WEINIG)

JUKESTAR

SPOTIFY VS BESTANDUPLOAD

Functionele vereisten

MUZIEK KUNNEN AFSPELEN

UPLOADEN

PAUZE/PLAY KNOP

EEN UI

VOLUMEREGELING

Noodzakelijke soft- en hardware
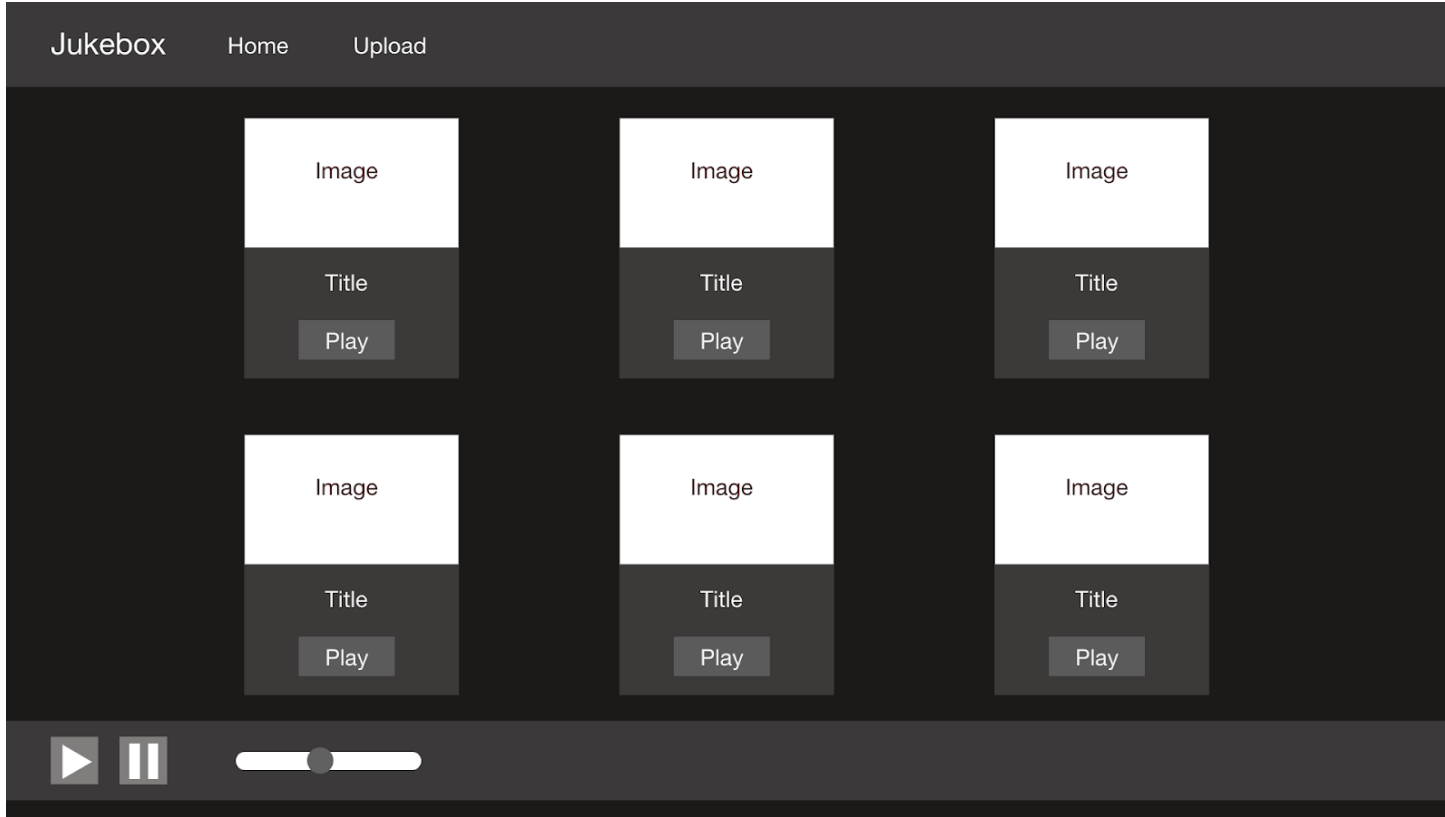
EEN RASPBERRY PI 3, PI 2B, PI 2B+ OF PI 2A

EEN SENSE HAT

PYGAME

FLASK

JQUERY

AJAX

Visual Design

Upload

Title

Artist

Link to albumcover

File

Bladeren

Upload

```python
def pushed_pause(event):
    if event.action != ACTION_RELEASED:
        PyPlayer.stop_music()
def pushed_continue(event):
    if event.action != ACTION_RELEASED:
        PyPlayer.start_music()
def pushed_volume_up(event):
    if event.action != ACTION_RELEASED:
        PyPlayer.set_volume(PyPlayer.get_volume()+10)
def pushed_volume_down(event):
    if event.action != ACTION_RELEASED:
        PyPlayer.set_volume(PyPlayer.get_volume()-10)

sense.stick.direction_up = pushed_volume_up
sense.stick.direction_down = pushed_volume_down
sense.stick.direction_left = pushed_pause
sense.stick.direction_right = pushed_continue
```

Development Code snippets

CODE OM SENSEHAT BEDIENING TE LATEN WERKEN

Code snippets

```python
def start_next_song(self, file_name):
    # turn of song events...
    pygame.mixer.music.set_endevent()
    pygame.mixer.music.load(file_name)
    # when new music is loaded, the volume param is reset. Fix it
    pygame.mixer.music.set_volume((float)((float)(self.volume) / 100.0))
    pygame.mixer.music.play()
    # set an endevent to catch it
    pygame.mixer.music.set_endevent(SONG_END)
    self.music_playing = True
    self.sense.clear()
```

PLAYER KLASSE STAAT IN OM MUZIEK AF TE SPELEN