**CSC 545 Computer Speech, Music and Images**

**Assignment 4: Video Player**

**Due Monday, April 18, 2016**

Write a Processing program to play a video. For full credit, the program must provide the following features:

* Play the video on program start.
* Provide a Pause/Play button that pauses the video when it’s playing and plays the video when it’s paused. The button’s label should be appropriate to the current state (the button should be labelled *Pause* when the video is playing and *Play* when the video is paused).
* Provide a brightness control that enables the user to brighten and darken the video. This could be a slider or some other device controlled by the mouse.
* Provide a Reverse button. This reverses the direction of play, regardless of current direction.
* Provide a speed control. This speeds or slows the rate of play but does not change the direction of play. Enable the play speed to range from at least 0.1 to 2.0. Display the current rate to the user.
* Provide a progress bar that shows the current play position. Enable the user to jump to any point in the video by clicking in the progress bar.

Implement your video player entirely in Processing – do not use the Java Swing library or any other library external to Processing. You may write classes to implement controls.

For full credit, use mouse controls (buttons, sliders, etc) for all features; make sure the use of controls is clear—use clear labels where necessary (a progress bar, for example, needs no label). If you use hot keys, be sure they are well documented at the top of your program.

Name your program Asn4 and put it in your upload folder on trace by 11:59 PM on the due date.

**Deliverables**

Processing program, described above

Be sure your program is well documented internally.