

Jane Lee  
CS 2: Final Project  
Title: DJ Beatmaker

#### Description:

My code runs a program that allows the user to curate a unique beat! The user can also DJ the beat to a song of choice and play around with the squares to modify the sounds. When the user pressed play, a loop starts around each column of the 8x4 pad. Each row represents its own sound (distinguished by color and the icon marked on the left). I use two classes: pods (squares on the beatmaker that have a specific sound) and songs (buttons that play a specific song).

#### Instructions:

- Click on pods to create a beat. Press play/stop to hear and test it out.
- Press the up arrow to increase the speed of the loop, and press the down arrow to decrease it.
- Click on an album cover to play that song, and then play the beat on top of it. It is up to the user to match the speed to the song and press play at an appropriate time.
- Press space bar to hide the music visualization, and press it again to make it appear.
- Only one song can play at a time, so if you click on the another song, the song that was currently playing stops automatically.

Below is a screenshot that represent my project in action:

