Braden McKallagat

CS 275

October 12, 2017

**Group 6 Evaluating Group 5**

1. Group 5 presented a picker app that played a sound upon choosing text and pressing the button. The idea for them is to present sounds associated with vocabulary to children.
2. It works as intended and plays the sound on top of choosing that object.
3. We learned some valuable info about absolute paths in a project, in addition some insight into how playing sounds work and that asynchronous process. For instance, you must specifically stop a sound file or else it will continuously play and submit logs in the background.
4. A suggestion would be to prevent someone from pressing a button until the sound plays all the way through to not interrupt the previous sound. This would be helpful so children get the full exposure of the sound when playing it.