import 'dart:math';

import 'package:flutter/material.dart';

import 'package:flutter\_riverpod/flutter\_riverpod.dart';

import 'package:audioplayers/audioplayers.dart';

// Provider to hold current background color

final bgColorProvider = StateProvider<Color>((ref) => Colors.white);

// Music note player

final audioPlayerProvider = Provider<AudioPlayer>((ref) => AudioPlayer());

void main() {

runApp(ProviderScope(child: MyApp()));

}

class MyApp extends ConsumerWidget {

@override

Widget build(BuildContext context, WidgetRef ref) {

final bgColor = ref.watch(bgColorProvider);

return MaterialApp(

debugShowCheckedModeBanner: false,

home: Scaffold(

backgroundColor: bgColor,

appBar: AppBar(

title: Text('Music & Color App'),

backgroundColor: bgColor,

),

body: Center(

child: ElevatedButton(

onPressed: () async {

// Change background color

final randomColor = Colors.primaries[Random().nextInt(Colors.primaries.length)];

ref.read(bgColorProvider.notifier).state = randomColor;

// Play random note

final player = ref.read(audioPlayerProvider);

int noteNum = Random().nextInt(10) + 1; // 1 to 10

await player.play(AssetSource('note$noteNum.wav'));

},

child: Text('Play Note & Change Color'),

),

),

),

);

}

}

flutter:

assets:

- assets/note1.wav

- assets/note2.wav

- assets/note3.wav

- assets/note4.wav

- assets/note5.wav

- assets/note6.wav

- assets/note7.wav

- assets/note8.wav

- assets/note9.wav

- assets/note10.wav