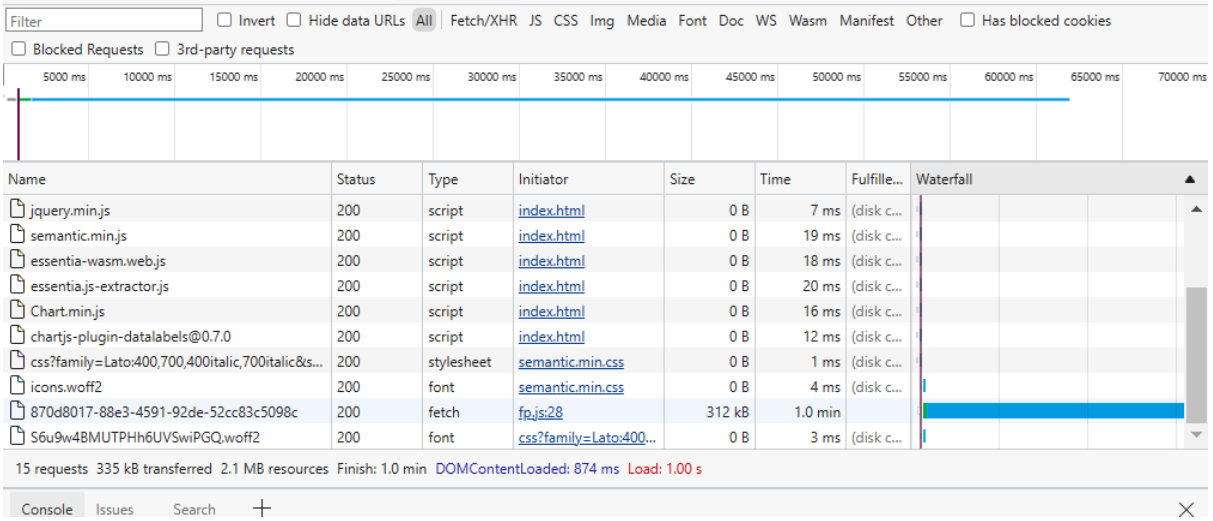
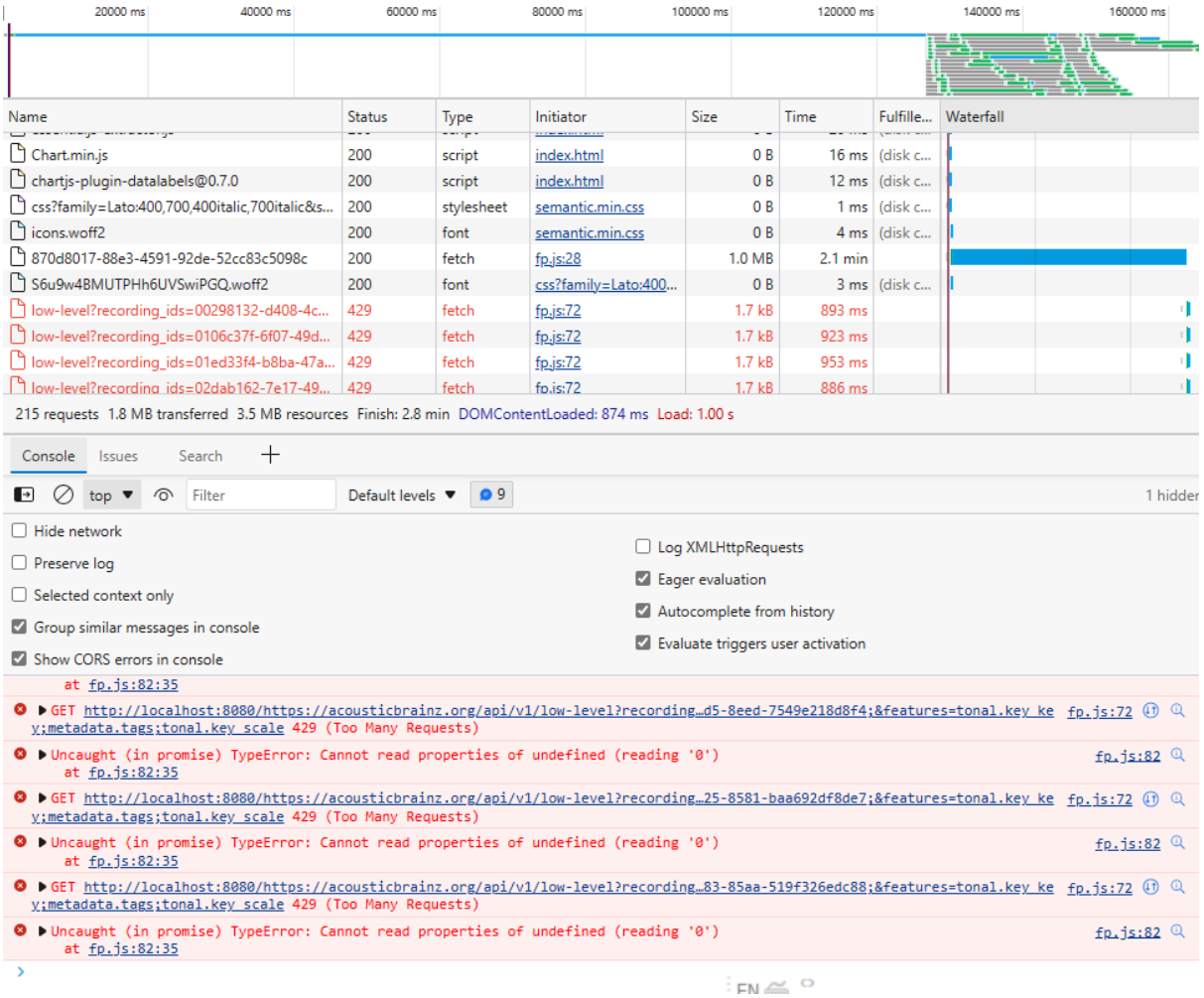
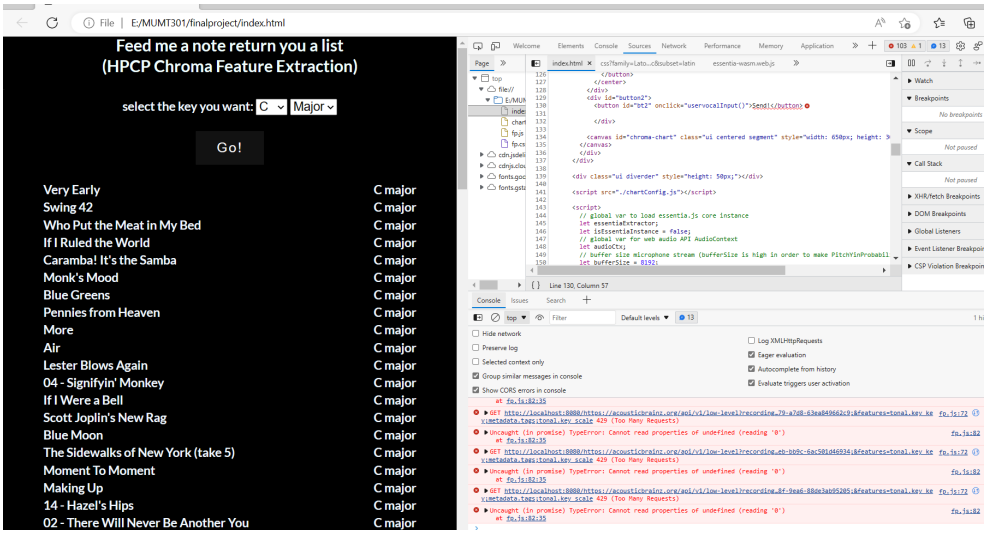
The comment about the project and some reflection

I never expected a search from a lower lever to a higher level would be hard due to the presence of the acousticBrainz's server's access rate limitation. And also, the way they secure their information so I can't use the program unlimitedly; I must use a proxy which is something never mentioned in the class. So before using the search, using the terminal to install a proxy program is necessary. If not, it won't work.

I wasted so much time debugging the search program and figuring out how to avoid this access limitation. I did my best to make this list function, but there's still some information that can't be caught due to the AucousticBrainz's server. (but still, it will take a so long time to log and the 429 error caused by the server can block the loadingof the information)







My progress was already delayed when I perfected the first part of the project and did my best on my side. The HCPC program could clearly indicate the note frequency that it recorded, but it is not. A bunch of weird numbers showed up in my console.log, so I realized that the HCPC was using some new notation or way to express the note. I jumped into a

rabbit hole to search for the answer but failed. So the second part of the voice search needs to be fixed.

If I had done a better job on the pre-research of the project and had a better understanding of the compartment needed for the project would make this final project more feasible. I wrongly estimated the difficulty of connecting to the acousticbrainz and the complicatedness of the HCPC extraction method.

The failure of the project is due to my insufficient pre-research. I should've picked a project more realizable for my level, and better managed my time by starting the project earlier.