

# PROGRAMMING MAX

SESSION 1 RESOURCES

# Intro to Program Logic and Behavior

### 1: Assignment Instructions

- The provided starter code “keyboard-triggered-playlist+notifications.maxpat”, explained in class, triggers playback of an audio sample each time you press one of the number keys on the QWERTY keyboard.
- Download this patch along with the sound files it uses and put them all together in the same folder on your computer.
- First verify that everything works so that you can interact with the patch and trigger the samples yourself.
- Next you will modify it to change its behavior.
- Do not delete any objects or connections from the patch.
- Add a single “+ 1” object to the patch and connect it to the rest of the patch in such a way that it instead plays a sequence of samples with each keypress, starting with the number pressed and continuing sequentially through all of the remaining samples. (For example, if you press the “7” key it should play sample 7, then sample 8, then sample 9, then stop.)
- Add a comment to your patch stating your name, the current year, and that you modified Matt’s code.

### 2: Submission Instructions

- Submit a zip file containing the following items:
    - Your .maxpat
    - All media files used
  - After submitting, go to the Coursework 1 Forum and leave post (min. 200 words) where you introduce yourself and explain why you personally want to learn Max.
  - Be sure to leave your forum post in the forum associated to this assignment in order to receive full points.
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