This program is push-button-input and auditory-output interface that serves as a day and time of day scheduler. First the sound files of days of the week are stored in an array called DAYS\_OF\_WEEK\_WAV, and the sound files of numbers of 0-59 are stored in an array called NUMBERS\_WAV, and all other sounds are stored in their specific global variables. Then the function “create\_menu\_globals()” creates the buttons that user uses. The function “run\_menu()” is where user interaction happens. Upon running, the interface gives the user the options to quit, or to start scheduling, through two *if* statements setting conditions for starting and quitting and an *else* statement to address other keys. If quit option is chosen, through another *if* statement the program confirms with the user if they want to quit and quits the program. However, if start is chosen, the program takes the user to the second stage, where they can select the day by going forward and backward through a while loop, which is an endless loop, until the set key “k” is chosen, in which case it exits the loop. Every time forward is selected, the variable CURRENT\_DAY increments, unless CURRENT\_DAY is 6 in which case it resets to 0. BACKWARD\_KEY works the same way, it decrements the CURRENT\_DAY, unless it is 0 in which case it sets it to 6. Then at every time the forward or backward keys are pressed, the sound file of that array index corresponding to the variable CURRENT\_DAY plays. Once the day was set the program takes the user to the third stage where they are supposed to select hour, through the same forwarding and back warding system as the first stage through a new while loop; in this stage backward and forward keys increment and decrement the variable CURRENT\_HOUR and it plays the index in array NUMBERS\_WAV corresponding to CURRENT\_HOUR. Once hour was chosen, in the fourth stage, in a new while loop the user needs to choose minute; again it uses the same mechanism for forward and backward as previous stages. After going through these four stages, the function “combine\_wav\_files” reports back the chosen date and time. Then it brings the user back to the first stage where they can start over choosing date and time or quit.

Button guide:

FORWARD KEY = space bar

BACKWARD KEY = ';'

QUIT KEY = 'j'

SET KEY = 'k'

START KEY = 'l'