


> sketch.js

```
10  === ^/
11
12  // Global variable to store the classifier
13  let classifier;
14
15  // Label (start by showing listening)
16  let label = "listening";
17
18  // Teachable Machine model URL:
19  let soundModelURL =
    'https://teachablemachine.withgoogle.com/models/HrqYMstr2/';
20
21
22  function preload() {
23    // Load the model
24    classifier = ml5.soundClassifier(soundModelURL);
25  }
26
27  function setup() {
28    createCanvas(320, 240);
29    // Start classifying
30    // The sound model will continuously listen to the microphone
31    classifier.classify(gotResult);
32  }
33
34  function draw() {
35    background(0);
36    // Draw the label in the canvas
37    fill(255);
38    textSize(32);
39    textAlign(CENTER, CENTER);
40    text(label, width / 2, height / 2);
41  }
42
43
```

Preview

# Teachable Machine

This is a demonstration of sound classification using a model trained with Google's Teachable Machine project. If you clap, this model will classify the sound as "clap." (Until a clap is detected the canvas displays "listening.")



Console

https://editor.p5js.org/ml5/sketches/SoundModel\_TM 1/1