

SESSION NO 4

Music Generator



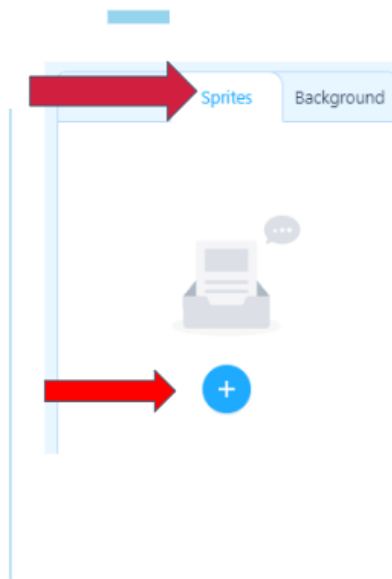
LEARNING OUTCOME

- Learn to play music depending on your mood
- Voice Detection
- Alexa Working Process
- Sound block

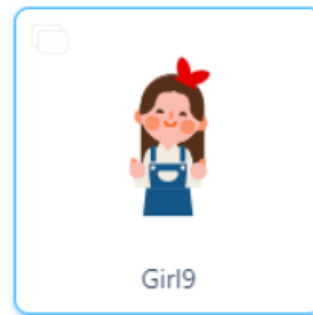
Description of the activity:

- In this activity, we will be create a project which analysis your mood and suggest some music related to it.
- Ex: if person is sad- then it will suggest some cheering music to improve your mood

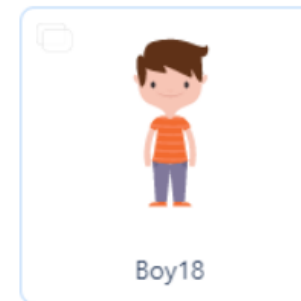
- First we need to click on the Sprites tab and click on “+” symbol to add 2 sprites.



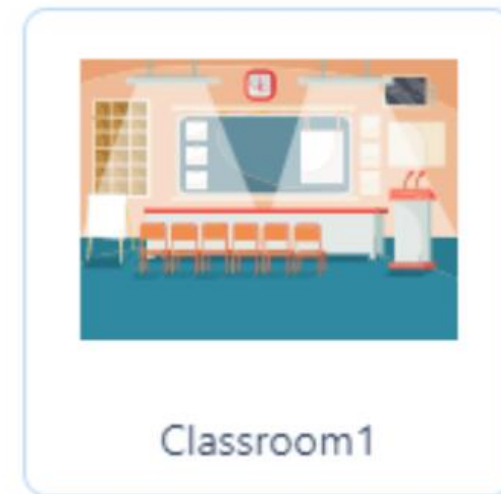
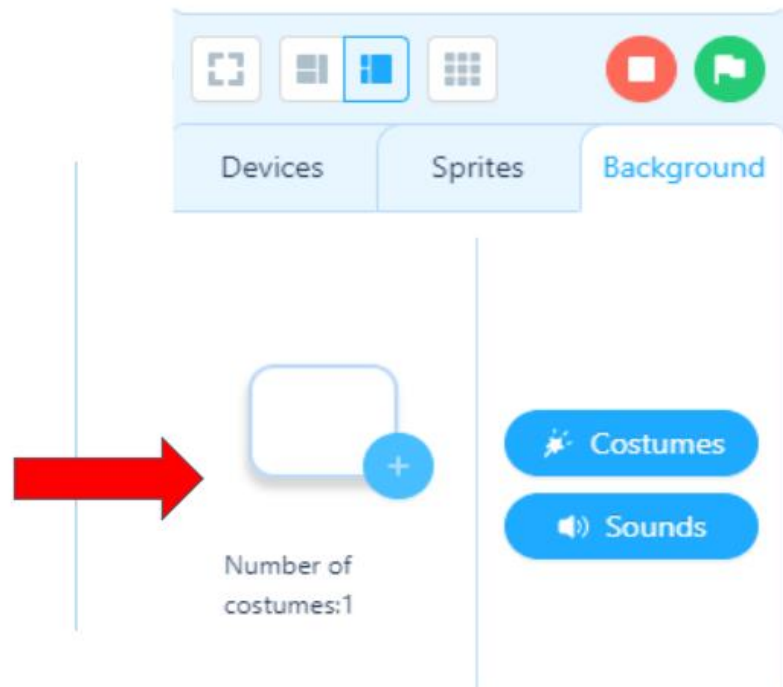
First Sprite : Girl9



2nd Sprite : Boy18



Now first click on Background tab and add a Backdrop as Classroom 1 :



Code for Sprite Girl9



```
when clicked
  speak Hi Sam, you look sad today
  speak What happened

when clicked
  say Hi Sam, you look sad today for 2.5 seconds
  say What happened for 1.5 seconds
  broadcast Sam
```

```
when I receive Lets Play
  say I have made one system to cheer you, lets check for 3 seconds

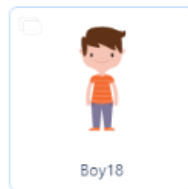
when I receive Lets Play
  speak I have made one system to cheer you, lets check
  broadcast Behaviour Music
```

Code for boy18 :la



```
when I receive Sam ▼  
  speak I am upset  
  
when I receive Sam ▼  
  say I am upset for 1.5 seconds  
  broadcast Lets Play ▼
```

Code for Sprite Boy 18-1b:



- Whenever it receives behaviour music then it recognizes the emotions ,
- Whenever it detects the emotion is happy it plays a sound Dance celebrate,
- But if it detects the emotion as sad, it plays as sound let's laugh together, else it says try again.

```

when I receive Behaviour Music ▼
  recognize emotion after 2 ▼ secs
  if emotion is happy ▼ ? then
    say Lets Dance for 2 seconds
    play sound Dance Celebrate ▼ until done
  else
    if emotion is sad ▼ ? then
      say Lets Laugh together for 2 seconds
      play sound Laugh2 ▼ until done
    else
      say Try again for 2 seconds
  
```


Output

When it detects, you are happy- it plays dance music to celebrate

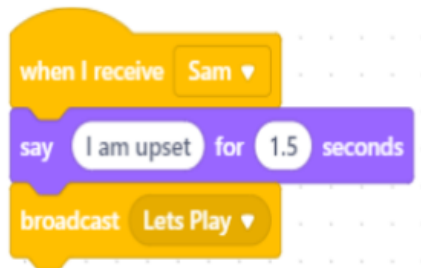


Activity Sheet

1. In which extension do we get this block?
 - a. Cognitive Service
 - b. Sound block
 - c. Teachable machine
 - d. None of the above



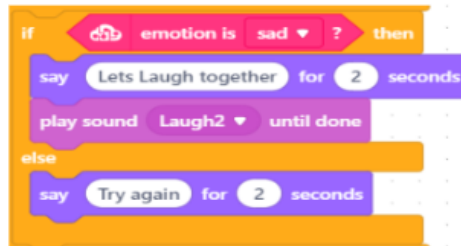
2. What will be the outcome of the code shown below?



- a. Whenever i receive Sam, it's going to display I am upset for 1.5sec and it's going to broadcast Lets play
- b. It displays "i am Upset" and broadcast Let's Play
- c. Both a and b
- d. None of the above

Activity Sheet

3. What will be the outcome for the code shown below?



- a. Emotion =Sad, Let's Laugh together
- b. Emotion != Sad, Let's Laugh together
- c. Emotion =Sad, Try again
- d. Emotion != Sad, Play sound
- e.

4. What is the use of broadcast block?



- a. It specifies the message and waits until the scripts triggered by it are executed
- b. Repeats the scripts included in this block the specified number of times
- c. Allows you to hear the world around you
- d. None of the above

5. What is the use of 'if-else' condition block?

- a. If condition is true then it will displays the statement present in if else it will display the else statement
- b. It only displays the if condition
- c. None of the above
- d. All of the above

Homework

1. Write a code for the anger and surprise emotions and try to add different sounds to it and suggest a good therapy for anger



THANK
YOU

