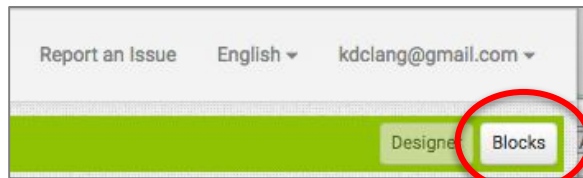# MY PIANO: PART 2

In this section, you will create a project with App Inventor that will play notes like a piano!
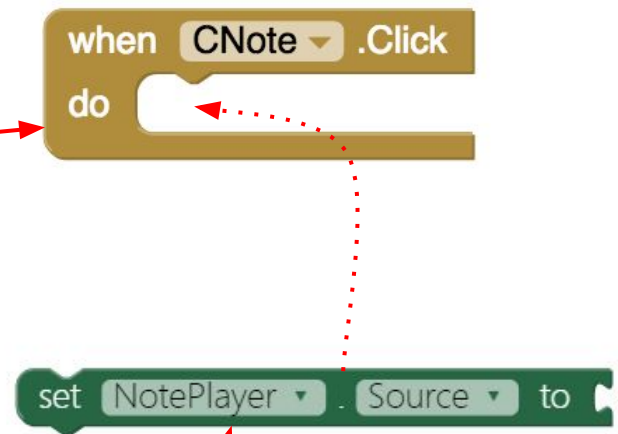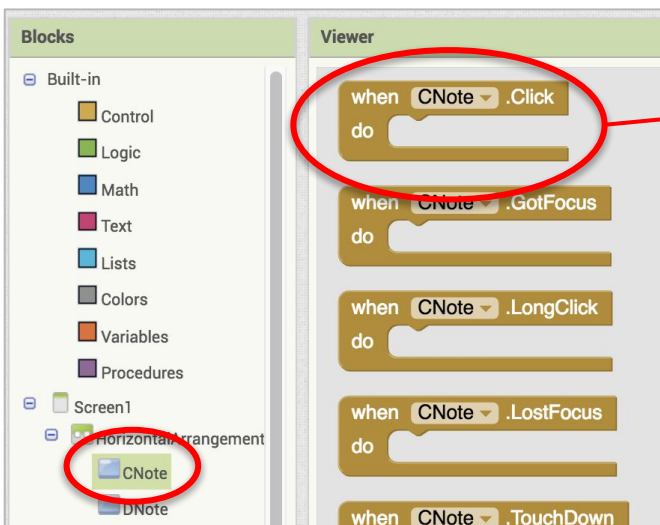
## START HERE

**1** Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu) and open your MyPiano project.

**2** Click the **Blocks** button and go to Blocks Editor.

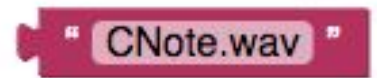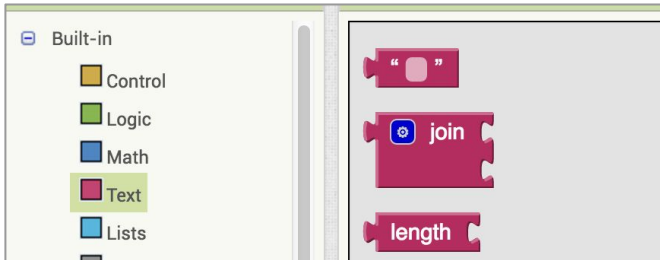**3** Drag out a **CNote.Click** event block.

**4** Drag out a **set NotePlayer.Source** block and snap it into the **CNote.Click** event block.
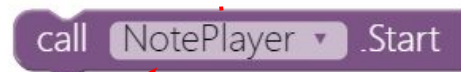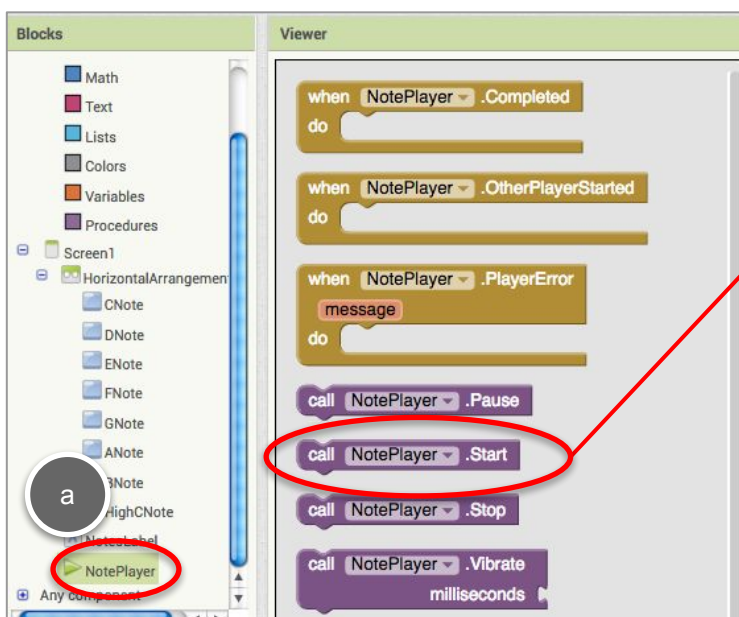
# SET THE SOUND FILE

**5** Drag out a **Text** block, modify its content to "**CNote.wav**" and snap it to **set NotePlayer.Source**. This will set **NotePlayer**'s sound file source to one of the pre-uploaded sound files: **CNote.wav**.
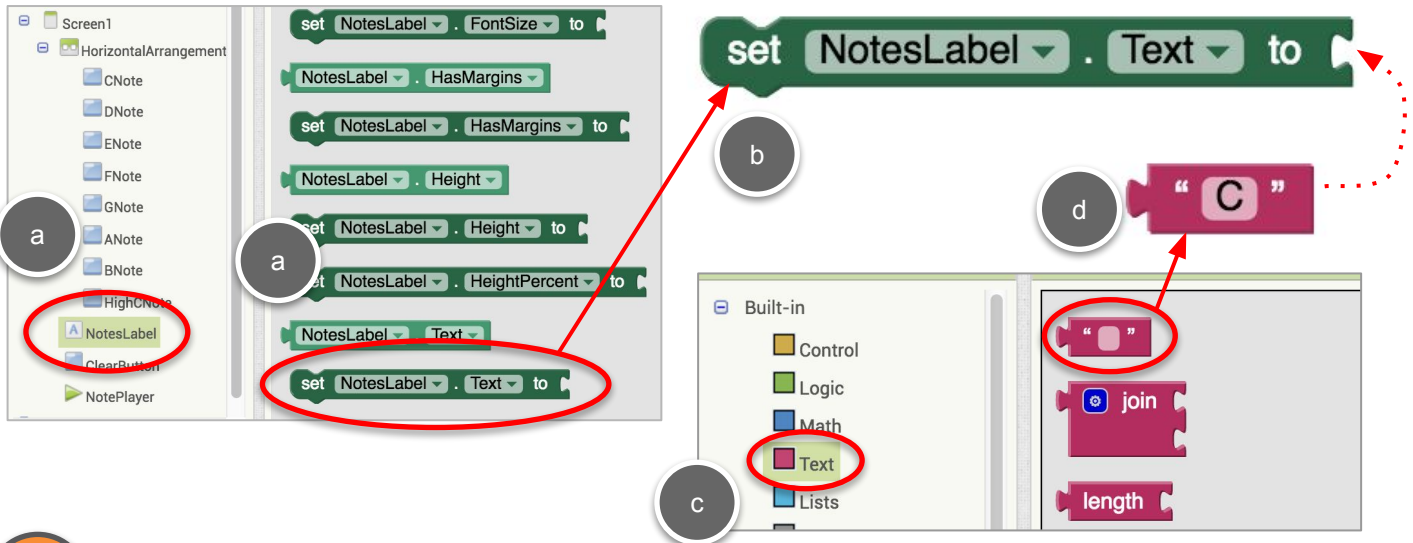
**6** Drag out a **NotePlayer.Start** block. It will play the sound file you specified in the previous step.

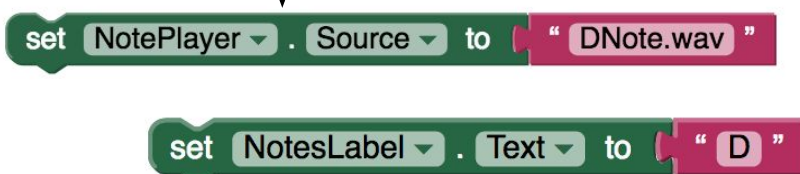Copyright MIT 2019, Review Copy, Not for Distribution

# DISPLAY THE NOTE

**7** Drag out a **set NotesLabel.Text** block and a **Text** block with "C". This will display the current note being played as it plays. Snap it in below **NotePlayer.Start**.

**8** Right-click the **CNote.Click** event and Duplicate it. Another set of blocks will appear. Click the drop-down menu and select "**DNote**" to change it to that Button's Click event.

**9** In the **DNote.Click** event, change all references to "C" to "D".

Note: don't worry about the **X** when you duplicate the event, this **X** indicates that there are two identical events in your app and will disappear when you change to the other event.
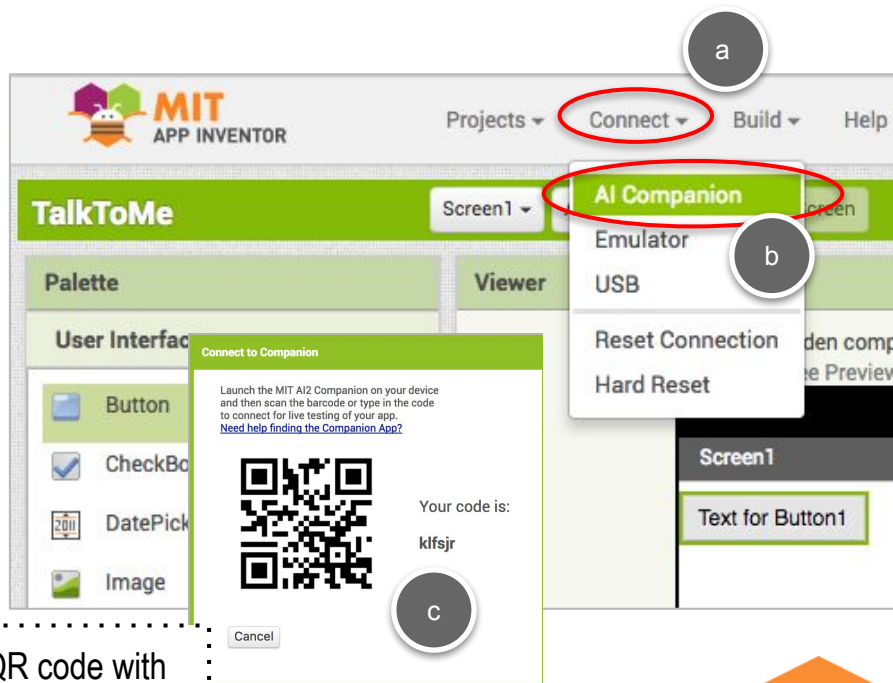
**MIT APP INVENTOR**

# TESTING!

**10** Stop here and test just these two notes!

Start MIT AI2 Companion on your tablet

**11** Connect to your tablet and try pressing the C and D buttons. Do they play different notes?


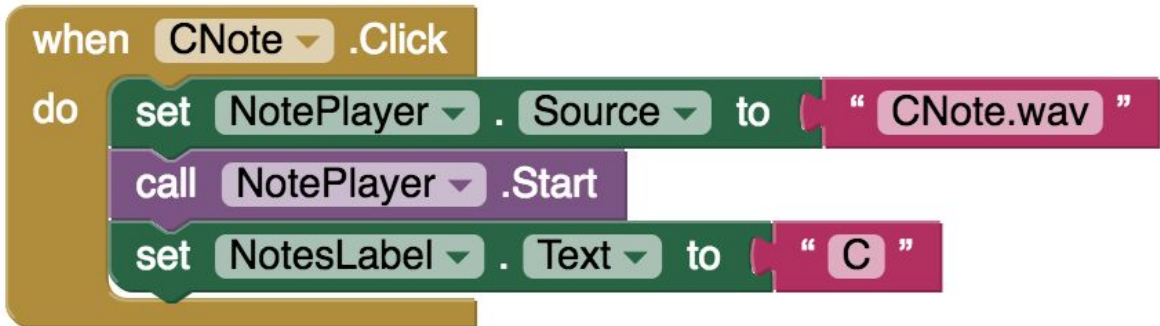
Scan the QR code with MIT AI2 Companion

In the next lesson, you will use a new block, a Procedure, to make the rest of your buttons play notes too!

# COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts learned in Part 2.

| My Piano |
|---|
| 1. Events:  |
| 2.                                                        Sequences<br> |