

Music Maker

Make your own musical instrument app



Essential Questions

- How can My Piano be improved?
- How can you make a musical app that plays sounds simultaneously?



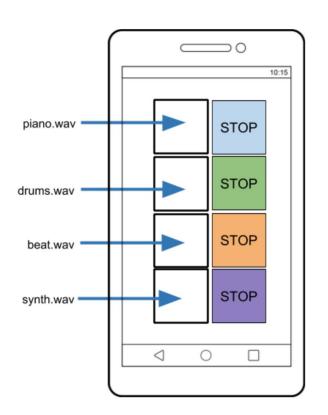
Objectives

- 1. Utilize Layout components to organize the user interface of an app.
- 2. Use events, parallelism, and naming in your app.
- 3. Reuse and remix code.
- 4. Be iterative and incremental in developing your app.
- 5. Test and debug to make a working app.
- 6. Provide feedback and act on suggestions for improvement.



Design Worksheet

- Design the user interface
- Decide vertical or horizontal layout
- Label which sounds files will be used

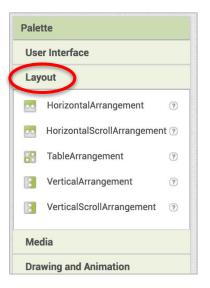




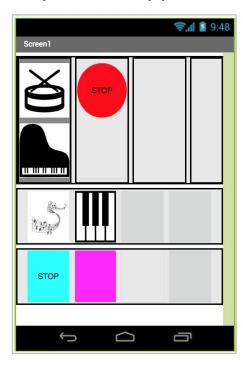
Lesson 1: Layout

Layout components give you more control of how other components appear.

Layout drawer



- Place **Buttons** with **HorizontalArrangements**, or **TableArrangements**, depending on your design.
- Set the *Height* and *Width* of your buttons to fit them inside the Arrangements.





Lesson 1: Complete Student Guide Part 1:

Lesson 2: Player Component

- Multiple Player components needed
- Each Player has its own sound file so they can play at the same time
- Loop property makes the sound play again
- Start, Stop, Pause blocks control Player







Lesson 2: Complete Studen

Complete Student Guide Part 2:

Lesson 3: Feedback

- Two things you like about the app
- One way to improve the app
- Be constructive, thoughtful

Lesson 3: Challenge

- Add a Record button to record the music made with the app
- Add a Play Recording button to play back the recorded music



Vocabulary Words

Layout

HorizontalArrangement

VerticalArrangement

procedure

call a procedure

abstraction

parameter