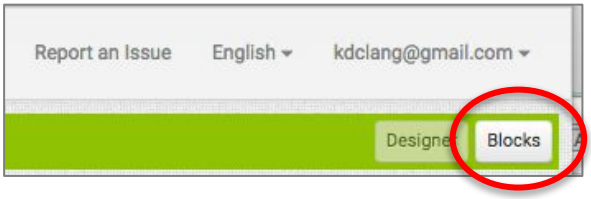
MY PIANO: PART 2

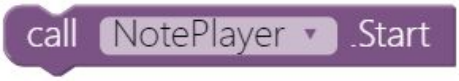
In this section, you will create a project with App Inventor that will play notes like a piano!

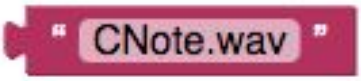
PLAY A NOTE

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



2. Using the blocks below, code the **CNote** Button to:
   - play the correct sound file.
   - Display "C" in the **NoteLabel**.

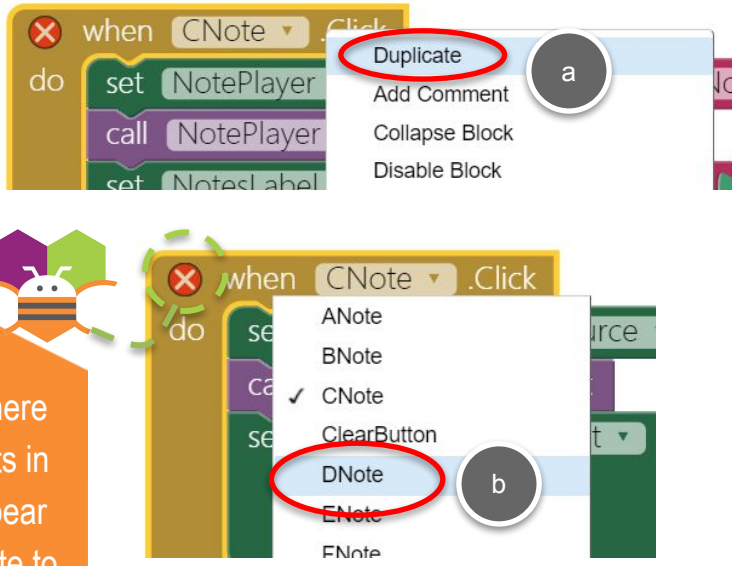




Get the **sequence** right! Remember to set the *Source* for the **NotePlayer** component before you start the Player!

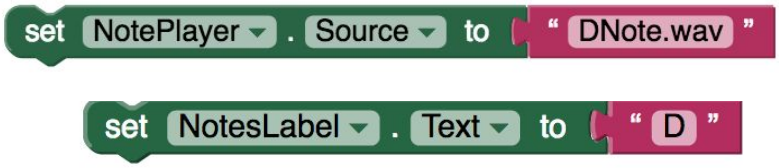
PLAY D NOTE

3 Do the same for the **DNote** button. The easiest way to code it is to Duplicate the **CNote.Click** event block. Another set of blocks will appear. Click the drop-down menu and select "**DNote**" to change it to that Button's Click event.



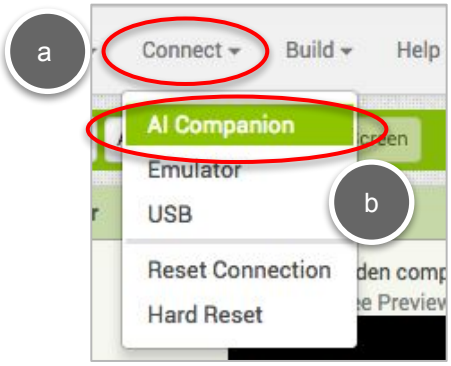
Note: The **X** that appears means that there are two identical events in your app. It will disappear when you change CNote to DNote.

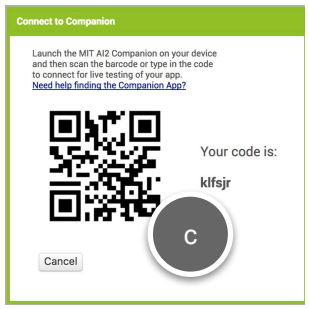
4 In the **DNote.Click** event, change all references to "C" to "D". - - - - - - ►



TESTING!

5 Let's test just these two notes. Connect to your tablet and try pressing the C and D buttons. Do they play different notes?





Scan the QR code with MIT AI Companion on your phone or tablet.

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