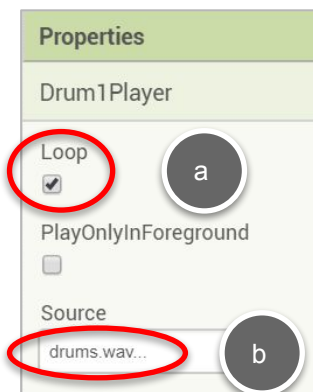
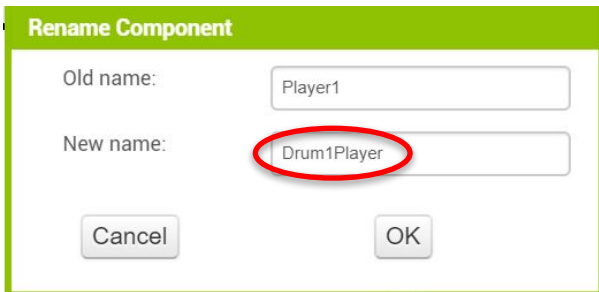
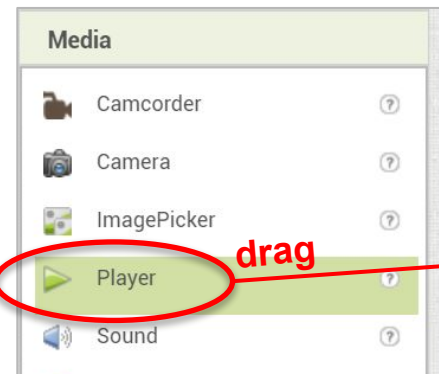
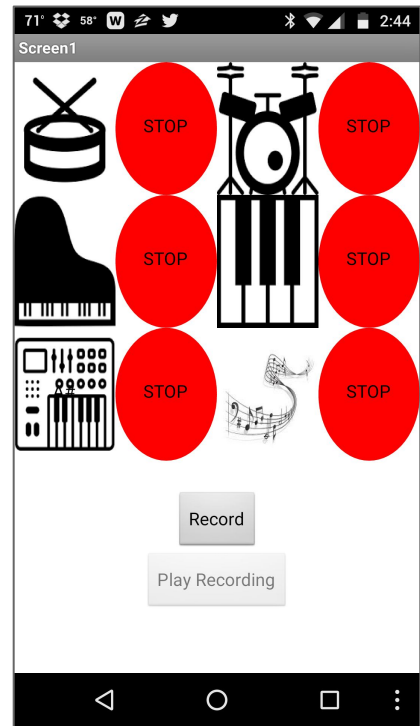


# MUSIC MAKER: PART 2

In Part 2, you will add the code blocks to play and stop the instruments when the buttons are pressed.

## START HERE

- 1 Open your MusicMaker project in (<http://ai2.appinventor.mit.edu>).
- 2 Add a **Player** component to your app by dragging it from the **Media** Drawer in the Designer Palette to the Viewer.
- 3 Rename it appropriately for your chosen instrument. This example will play drums.
- 4 Check the *Loop* option to play the sound repeatedly and set its *Source* to the appropriate sound file.



## CODING THE BLOCKS

- 6 Here is an example of what you need to do to code your Play Buttons, using **Drum1Button** to play a drums sound.

call Drum1Player .Start

when Drum1Button .Click  
do

This will set **Drum1Player** to play the sound file “drums.wav”, which we set it in Step 4.



Remember to use the correct matching Player component for the sound



- 7 Now code the Stop function for your Buttons. Here are the blocks to Stop the Drums above.

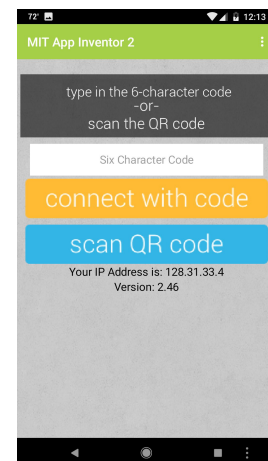
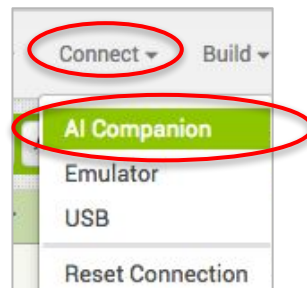
when StopDrum1Button .Click  
do

call Drum1Player .Stop

## TESTING!

- 8 Now test starting and stopping that instrument with your two Buttons!

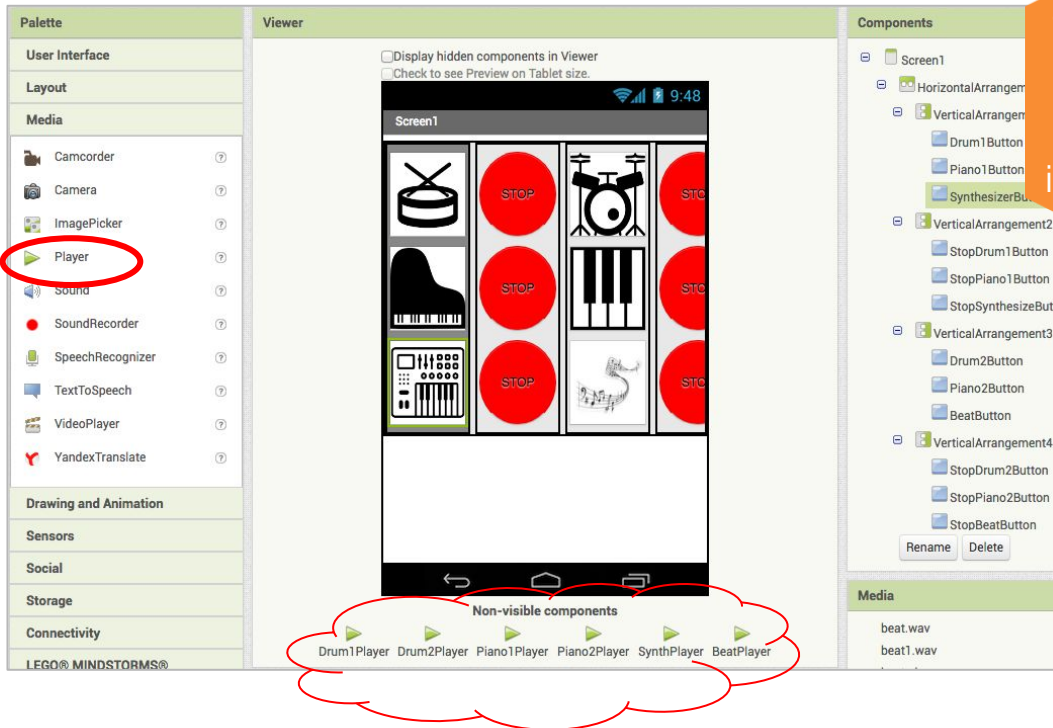
Start MIT AI2 Companion on your tablet



## NOW DO THE REST!

9

Add all the other instruments! For each one, you need a Button to start it, a Button to stop it, and a Player to play the matching sound. Don't forget to name your components according to their instrument!



Because the instruments will play simultaneously, *in parallel*, each instrument needs its own Player.



10

After adding all your Buttons, test your app again. You should be able to play multiple instruments at the same time. Check that all the start and stop buttons work!

If you want a challenge, try recording the music as it plays, and then play it back!



## Choose Ways to Extend Your App



## COMPUTATIONAL THINKING CONCEPTS

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

### Music Maker

#### 1. Naming:

