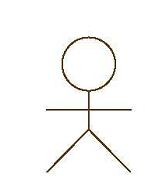
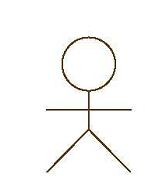
C. Chan, Gutierrez, Macam, M. Tan

1.)

**User**

2.)

**User**

3.) When a user selects the Basic Mode of the program, the user is given the option to choose the mood of the song. After selecting the mood, the user clicks the randomize button and the notes are generated on the screen. The user then has to click on the play button to hear the music which was created and the stop button to stop the playing of the music.

However, when a user selects the Advanced Mode of the program, the user is given the option to choose in which scale to play the song and at what tempo. After selecting from the different options, the user then clicks the randomize button and like in the previous case, the notes are generated on the screen. The user then has to click on the play button to hear the music which was created and the stop button to stop the playing of the music.

4.) Scenario for Randomizing Notes on the Screen:

* User has not selected the mode, mood or scale and tempo of the song.

For Playing and Stopping the Song:

* User has not clicked randomize and there are no notes on the screen to play.

Choosing the Mood of the Song:

* none

Choosing the Scale of the Song:

* none

Choosing the Tempo of the Song:

* none