

## Moveo coding task - Loop machine

Please create a 9 pads loop machine:

1. Create 9 pads (squares) with 2 states, on and off. State could be changed by clicking.
2. Add play and stop buttons to control the loop - The buttons should control all active loops immediately.
3. Each square should present a loop sample (provided) - you can choose to present the name of the loop or use a different icon for each one.
4. When a pad is turned on, it should start playing its loop on the next loop cycle, not immediately (all playing loops should be synced - starting together at the same point). Also, repeat the loop as long as the pad is on. (make sure to avoid any delay in order to be synced)  
When a pad is turned off, it should stop playing immediately.
5. The provided loops contains 2 bars based on 120BPM.

Bonus :

Implement save and load abilities:

(find a way to save and restore user actions)

1. Add record button (on/off switch).
2. After a session is recorded (clicking off), show a “play session” button, and enable it to play. (no need to save more than 1 session)

You can find the loops here: <https://ufile.io/kvd81j96>

### General rules:

- **Deploy** the project and supply the url.
- Use any framework/library you'd like.
- Add clear comments to the code where needed.
- Make sure the view is fully responsive (mobile & desktop).
- Be creative in terms of design and UX.

**Good luck!**