

MY PIANO

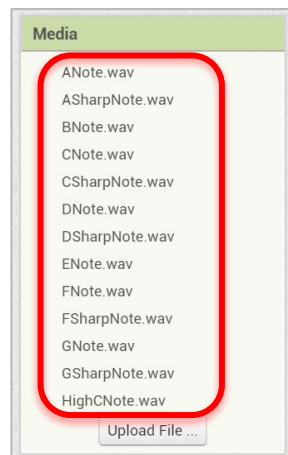
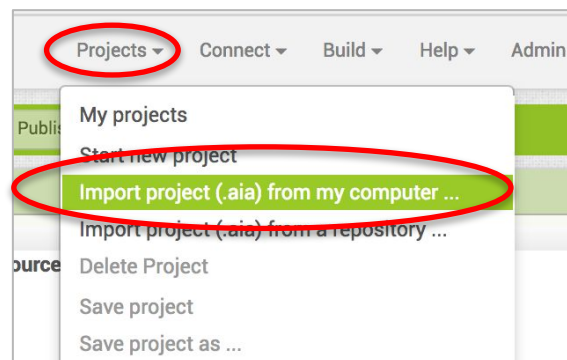
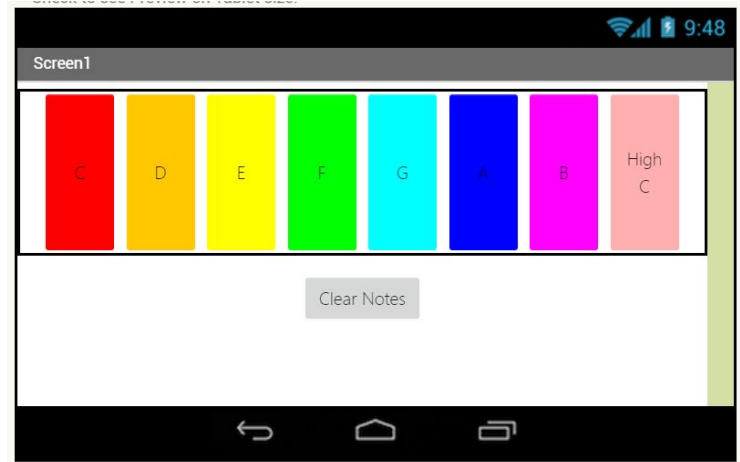
In this lesson, you will create a project with App Inventor that will play notes like a piano!

START HERE

1 Go to the MIT App Inventor website (<http://ai2.appinventor.mit.edu>) and sign in to your account.

2 Import the “MyPiano_Template.aia” — — — — — project provided by your teacher.

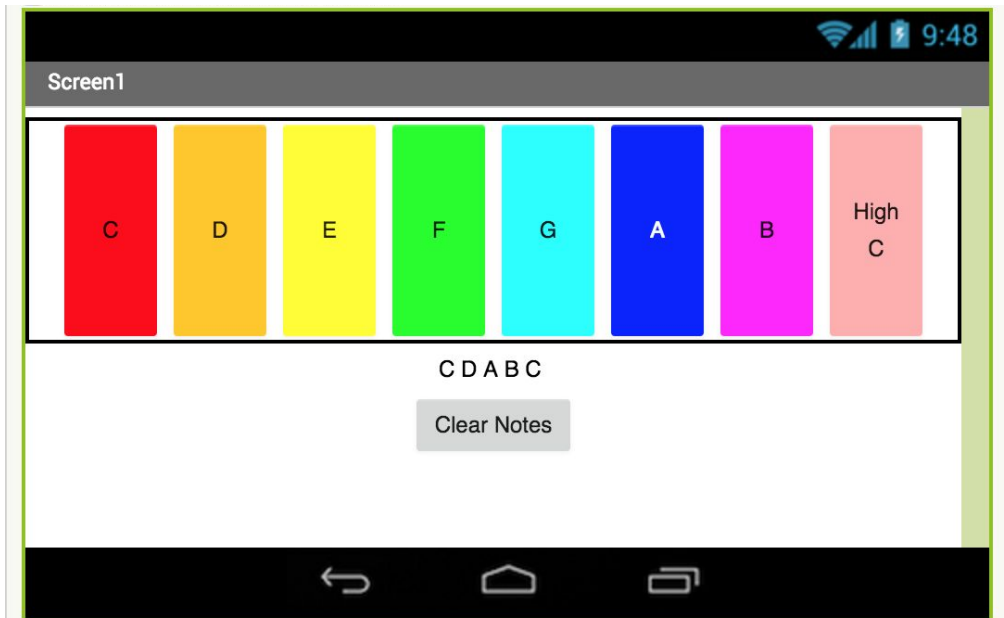
3 Your Designer will be empty except for the media files. Note that all the sound files are included and appear in the Media panel.



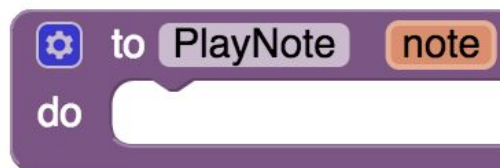
Also note the Viewer shows the phone sideways. The Screen is in *Landscape* mode.

THE APP CHALLENGE

- ❑ Create a My Piano App that looks like this:



- ❑ The app contains eight buttons, displayed next to each other, each depicting a piano key or note.
- ❑ When a button is pressed, the corresponding note plays, using a Sound or Player component.
- ❑ The string of notes played should display below the keyboard. For example, if the user press the C, D, A, B, and C keys, in that order, it should display **C D A B C**.
- ❑ Pressing the Clear button should clear the display of notes played.
- ❑ Use a procedure in the app to play each note. Call it PlayNote.



Choose Ways to Extend Your App

Here are a
few features you
could add if you
want to expand
your app



Add the Sharp
notes - the note
files are
included in
Media.


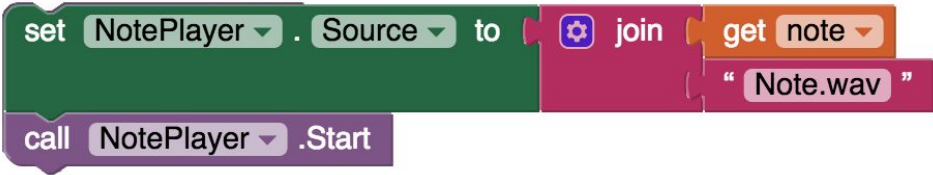
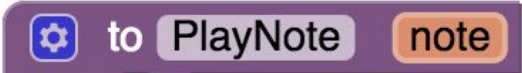
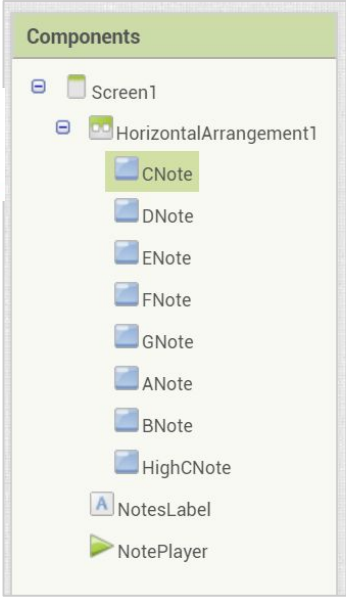
Change the keys
to black and white
to look like a
piano

Add a
SoundRecorder
to record the
music.

What other ideas
do you have?

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts learned in this unit.

My Piano	
1. Events	
2. Sequences	
3. Naming	 
4. Procedures	