

MUSIC MAKER: CHALLENGE

You will write
the code now to
Record music you
make with your Music
Maker!

START HERE

1

Open your MusicMaker project and go
to the Designer.

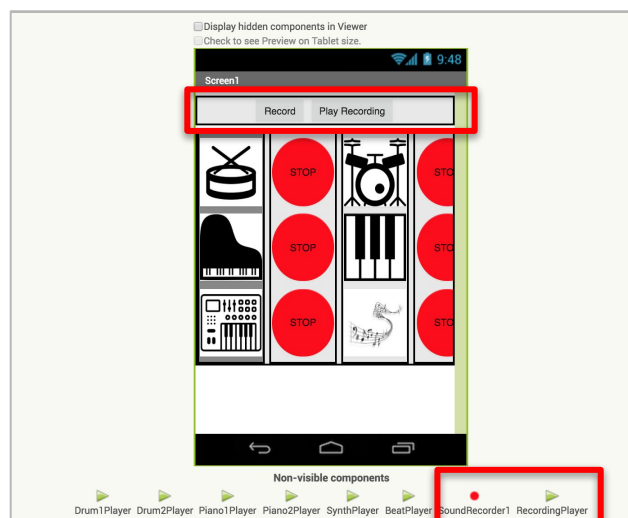


2

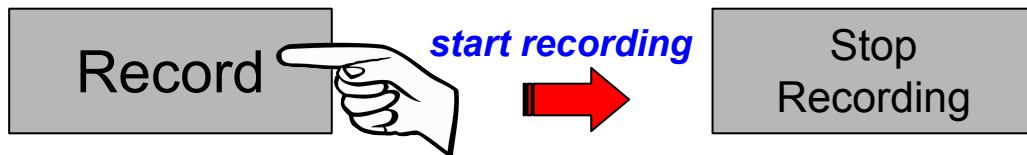
Add the following Components:

Drawer	Component	Name	Property	Setting
Layout	Horizontal-Arrangement	Record-Arrangement	<i>Width</i>	"Fill Parent"
User Interface	Button	RecordButton	<i>Text</i>	"Record"
User Interface	Button	PlayRecordingButton	<i>Text</i>	"Play Recording"
Media	Player	RecordingPlayer		
Media	SoundRecorder	SoundRecorder1		

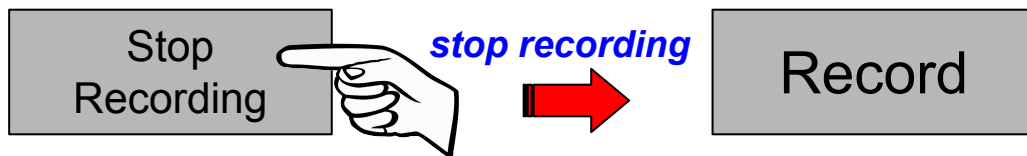
Your new components should
appear like this when you're
finished.



Here is the idea; when the user presses a Record button, the app will start recording. But the button text will also change to say “**Stop Recording**”.



Likewise, if the app is currently recording, when the user presses the button the app will stop recording and change the button's text back to “**Record**”.



BOOLEAN VARIABLE

3

You will use a Boolean variable to keep track of whether the app is recording or not. Initially, you are not recording, so the variable is **false**. Create and initialize the new variable, and name it **recording**.

The screenshot shows the MIT App Inventor interface. On the left, the 'Blocks' panel has the 'Variables' category circled in red. In the center, the 'Viewer' panel shows a script with an 'initialize global name to' block circled in red. A red arrow points from this block to a detailed view of the block on the right. In this view, the variable name 'recording' is circled in red, and the value 'false' is selected from a dropdown menu, also circled in red. Below this, another screenshot shows the 'Logic' category circled in red in the 'Built-in' panel, and a 'false' value selected from a dropdown menu in the 'Viewer' panel, also circled in red.

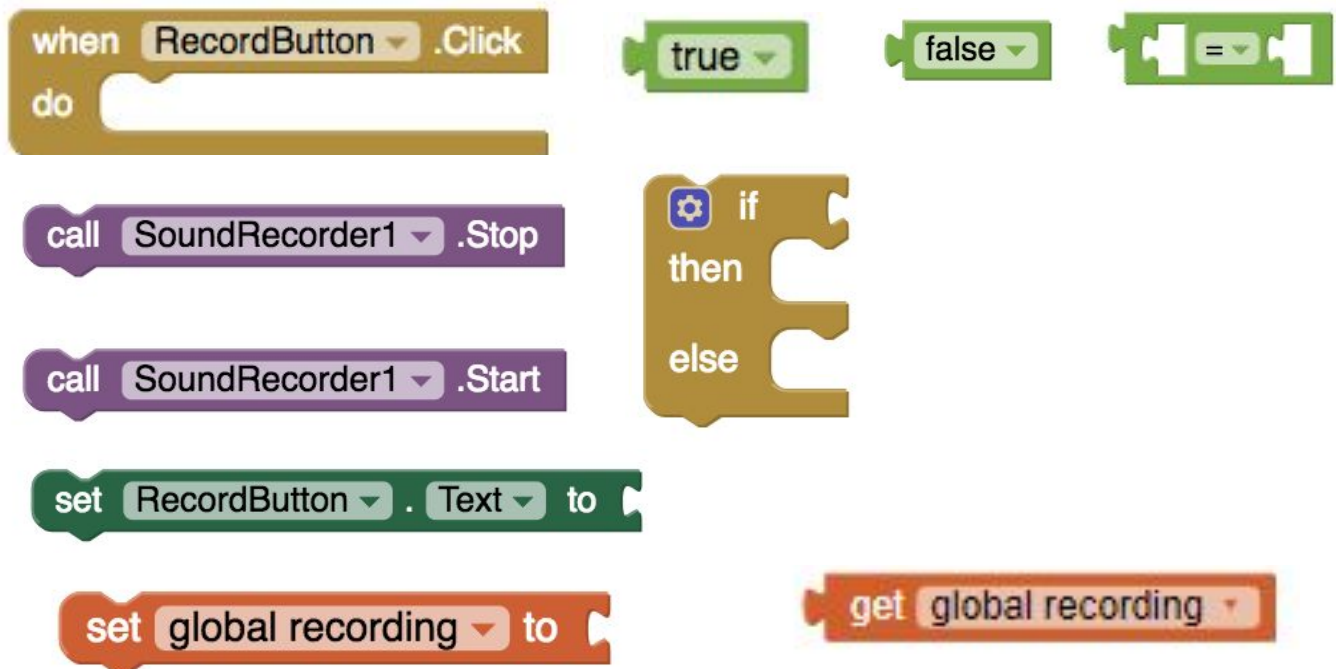
CHECK IF WE ARE RECORDING

- 4 When the **RecordButton** is clicked, you need to check whether or not you are recording.

If recording:

- Stop recording.
- Display “Record” on **RecordButton**.
- Set **recording** to *false*.
- else (not recording)
 - Start recording.
 - Display “Stop recording” on **RecordButton**.
 - Set **recording** to *true*.

Use the blocks below.



AFTER RECORDING

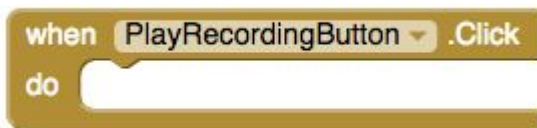
5

For the **SoundRecorder**, after the music is recorded, you want to save the recording so the **RecordingPlayer** component can replay it. The sound variable is the recorded sound, so set the *Source* of your **RecordingPlayer** to **sound**.



6

Also code the **PlayRecordingButton.Click** event!



What should happen when the user clicks this button?

7

You might want to disable the **PlayerRecordingButton** until the sound has been recorded. Can you figure out how to disable and enable that Button?

8

As always, test your app to make sure it works as expected!

