Lab 11 Music Box with Notes Recorder and the use of the most important computing routine, the Do Loop. by Nathan Chao

This lab introduces several new object not used before. Vertical Scroll Container, Slider Control and Spinner. This lab also toggles between 2 screens. One is the same as the Lab 10 pre-recorded player screen and the other is a recording screen that lets you enter a list of notes, store them and play them.

Start by renaming Lab 10 to a new app so all the work you did in lab 10 simply carries over and then new objects are added to it to make Lab 11.

To see how lab 11 works and looks like, download the musicbox2 app from Blackboard. The blocks provided below is complete for all new add ins except it does not show all the repeated list buttons and the procedure to place into each button loaded data is cutoff and must be extended by repeating the operation un to button18.. You can examine the app on the Whiteboard.

Part of the learing experience of the lab to is how to construct a complex layout. That is why you are not given the aia file even though all the blocks are given and you can navigate the whiteboard any way you like.

Make sure your name is on the record screen and demonstrate by storing your song before you see me. I will change a note in the sone and store and play back to

test it. You will also use your app to send me your stored notes list using the share button in the app.

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n Screen1 🔹
      initialize glob exponentto 🚺 🕕
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    nitialize glob (noteNum) to 🕍 🚺
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                                                                             get global tempsonglist
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  initialize glob sum to 🕍 🕕
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                                                  to PlayNote
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  set global noteNum to [1]
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 set Clock1 . TimerEnabled to true
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                                                          set Player1 . Source to 🕻 💇 join ( segment text) get global selectedNote
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  set global noteNum to [1]
                                                                                                                                                                                                          get number 🔹
 set Clock1 . TimerEnabled to true
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                                                                                                                 get global selectedNote
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hen playButton 🗈 .Click
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   et global noteNum to [1]
 set Clock1 . TimerEnabled to true .
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                                                           call Player1 ■ .Start
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  n saveSongList . AfterPickin
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 call TinyDB1 .StoreValue
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               valueToStore get global tempsonglist
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                                         saveSongList 🥛 Selection
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  set global noteNum to
                                                                                                                                                                                                                  loadListPicked Selection
  call formNote *
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                                                                                                                                     en Clock1 💌 Timer
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 set Button1 . Text to get global buttontext
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  set global noteNum to (4)
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  call formNote *
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                              get global buttontext
                                                                                                                                                                                                                         index 2
                                                         set global noteNum to 🙀 2
                                                                                                                                                                          set Button3 . Text to ( i join (
```