

Name:

## Mission 5 Assignment - Micro Musician

Computers and music go great together!
This project brings together coding,
electronics, and music. Mission Reminders.
Curious how it works? Check out this slide deck.



You will create code during this lesson. When you encounter an error, make a note of what is happening and **document your debugging process** in the table below.

1. Complete Objective #1. Click o	n the wrenc	ch for "audio".
How do speakers and headphones work?		
How does a microphone work?		
How does a speaker work?		
What is a codec?		
Click on the wrench for the CodeX Sounds collection. Paste a snippet of all built-in sounds:		
2. Complete Objective #2.		
What type of audio file will the CodeX play?		
3. Complete Objective #3.		
What is the purpose of blank lines?		
4. Complete Objective #4 and Objective #5.		Click on the wrench for comments.
Give a fact about comments.		
What symbol is used for a single-line comment?		
How can you create multi-line comments?		
5. Complete the Quiz and Objective #6.		
After you create a program that plays music, paste a snippet of your code:		



EXTENSIONS  Still have time? Make modifications to your code. Come up with your own idea, or try one of these:  • Create a string variable for the audio file and use it in your code  • Add your own audio files and use them in a program (follow these instructions)  • Program several buttons to play music  • Before the music plays, add one or more of these:  • Turn on the color of the pixels  • Display an image  • Fill the screen with a color				
Debugging Table				
As you create code, you will make mistakes. Keep track of the mistakes in the table below. Doing so will help you become a more confident programmer. Add rows to the table as needed.				
Error message that is displayed	Actual bug	How you fixed it		
SUCCESS CRITERIA:  Create a program that plays an audio file on the CodeX  Add readability to your program by adding blank lines and comments  Debug any errors in the code and keep a debugging table				