



Pre-Mission Preparation

Can you think of any ways a musician uses a computer to create music?

Answers will vary. Possible answers:

- Electronic equipment
- Using software to write the music notes
- Using hardware and software to mix sound clips

What are some ways you want to use music or sound in a CodeX program?

Answers will vary. Possible answers:

- Use sounds to indicate a button press
- Use sounds with images
- Play a song

Mission Objective #1

What are some sounds you want to try

Answers will vary. Complete list of all sounds that are pre-loaded on CodeX:

a.mp3	eight.mp3	off.mp3	six.mp3
africa.mp3	five.mp3	okay.mp3	techstyle.mp3
b.mp3	four.mp3	on.mp3	ten.mp3
bohemia.mp3	funk.mp3	one.mp3	three.mp3
button.mp3	led.mp3	power.mp3	two.mp3
codetrek.mp3	left.mp3	right.mp3	up.mp3
codex.mp3	mic.mp3	roll.mp3	welcome.mp3
display.mp3	nine.mp3	seven.mp3	yes.mp3
down.mp3	no.mp3	shire.mp3	zero.mp3

Mission Objective #4

Why do you think you need to display the image BEFORE playing the music? If you aren't sure, switch the two lines of code. Then answer the question:

Playing audio files is a blocking function. No code will run until after the sound file finishes. So the image wouldn't display until after the song if the lines of code are switched.

Mission Objective #5

Definition of "readability"

Making code easy to understand for humans.

Definition of "comments"

Notes to the programmer to help you understand and remember what the code does. Ignored by the computer.

Post-Mission Reflection

What are two ways you can hear sound from the CodeX?

1. Built-in speaker
2. Headphones

What are two ways to make your code readable to people?

1. Use descriptive name
2. Use comments
3. (also – using blank lines)

What are two ways you want to use sound or audio files in a program?

Answers will vary.