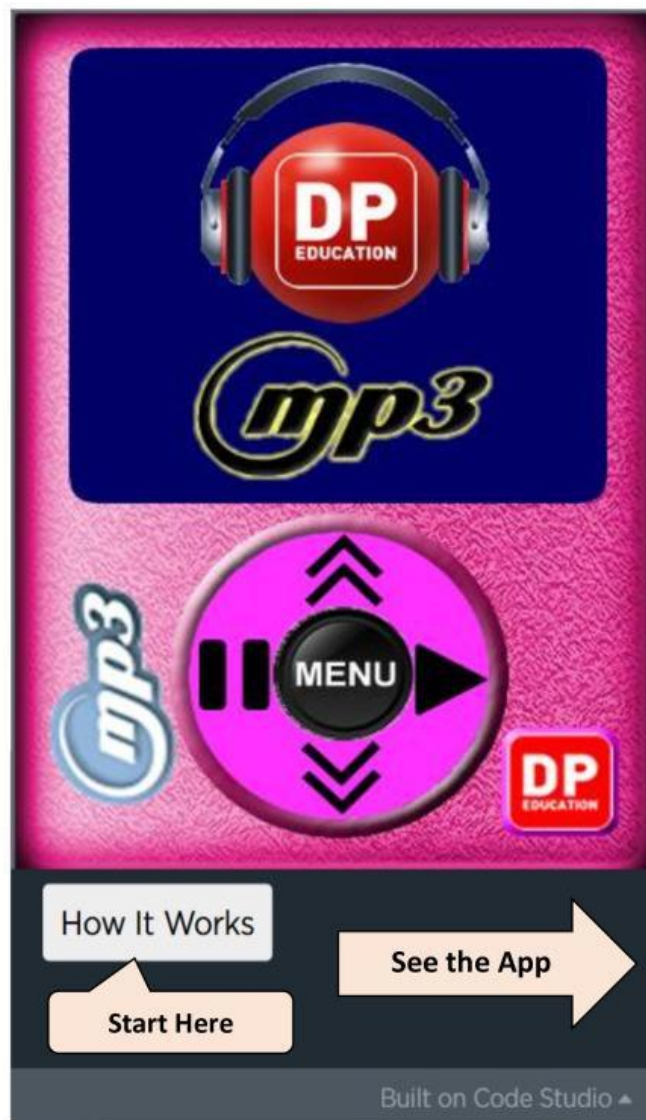


Project 34

34



Coding School



Creating an MP3 Player App

Open [How It Works](#) works link above and click [View code](#) Now click

[Remix](#)

[Rename](#)

and

[Save](#)

using your name. We have used 3 screens

which are required to create this app.



startScreen



screen2



screen3



Screen4



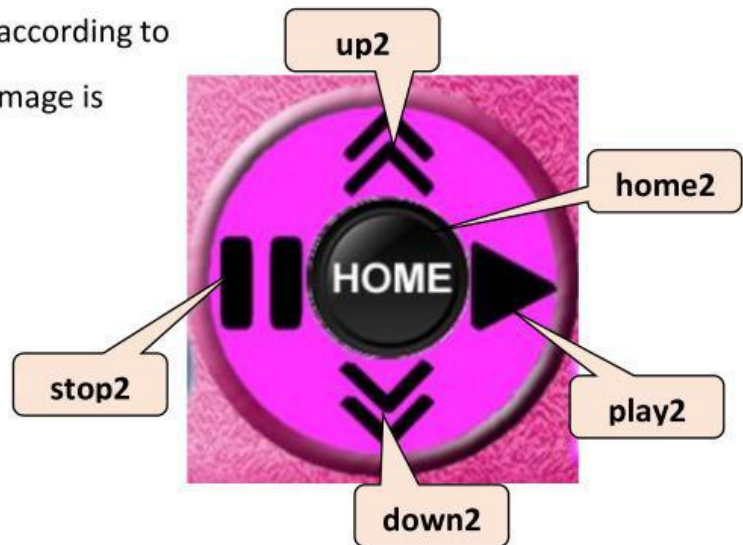
screen5



screen6

Only this  MENU Button is used in the start screen. As shown on every other screen five button are used each.

The relevant screen each button according to easily recognizably named. (The image is shown in screen 2button)



up Button – To select previous song in the list

down Button – To select song where it is below of the list

play Button – To play selected song

stop Button – To stop the playing song

home Button – Back to Home (startScreen)

In addition, an animated gif named as display is used. It should only be displayed when the song is playing.

Since only the MENU Button is used in the start Screen, the following blocks are used for that.

```
1 //startScreen
2 onEvent(▼ "menu1", ▼ "click", function(●) {
3   setScreen(▼ "screen2");
4 } );
```



When Menu1 Button is clicked, you should go to

Let's identify the blocks used for screen2.

```

5 // screen2
6 hideElement(▼"display2");
7 onEvent(▼"play2", ▼"click", function( ) {
8   playSound(▼"Yoma-Budu-Netha-Nidukanane-Sunil.mp3", ▼false);
9   showElement(▼"display2");
10 }
  
```

The display2 image should not be shown at

When the play button is clicked, the song displayed in the song list should be played

The display2 animation should be displayed when the song is playing

```

onEvent(▼"stop2", ▼"click", function( ) {
  stopSound(▼"Yoma-Budu-Netha-Nidukanane-Sunil.mp3");
  hideElement(▼"display2");
}
  
```

display2 should not show the

When the stop button is clicked, the song that was playing should stop playing

```

onEvent(▼"home2", ▼"click", function( ) {
  setScreen(▼"startScreen");
  stopSound(▼"Yoma-Budu-Netha-Nidukanane-S");
  hideElement(▼"display2");
}
  
```

When you click the home button, you should go to the start screen

The song that was playing should stop playing

display2 should not show the

```
onEvent(▼ "down2", ▼ "click", function() {
  setScreen(▼ "screen3");
  stopSound(▼ "Yoma-Budu-Netha-Nidukanane-");
  hideElement(▼ "display2");
});
```

When you click the down button, you should go to the third page (screen3).

The song that was playing should stop playing

display2 should not show the

```
onEvent(▼ "up2", ▼ "click", function() {
  setScreen(▼ "screen6");
  stopSound(▼ "Yoma-Budu-Netha-Nidukanane-");
  hideElement(▼ "display2");
});
```

When you click the up button, you should go to the sixth page (screen6).

The song that was playing should stop playing

display2 should not show the image

Blocks should be set for the rest of the screen in this way.

Here, let's identify an easy method with the code related to the blocks used for screen2.

- Click this  on the top right.
 - Identify the codes related to the blocks used for screen2.
- The comment `// screen2` used for this purpose is important

In this way select and copy the codes given below.

```

4  // screen2
5  hideElement("display2");
6  onEvent("play2", "click", function( ) {
7      playSound("Yoma-Budu-Netha-Nidukanane-Sunil.mp3", false);
8      showElement("display2");
9  });
10 onEvent("stop2", "click", function( ) {
11     stopSound("Yoma-Budu-Netha-Nidukanane-Sunil.mp3");
12     hideElement("display2");
13 });
14 onEvent("home2", "click", function( ) {
15     setScreen("startScreen");
16     stopSound("Yoma-Budu-Netha-Nidukanane-Sunil.mp3");
17     hideElement("display2");
18 });
19 onEvent("down2", "click", function( ) {
20     setScreen("screen3");
21     stopSound("Yoma-Budu-Netha-Nidukanane-Sunil.mp3");
22     hideElement("display2");
23 });
24 onEvent("up2", "click", function( ) {
25     setScreen("screen6");
26     stopSound("Yoma-Budu-Netha-Nidukanane-Sunil.mp3");
27     hideElement("display2");
28 });

```

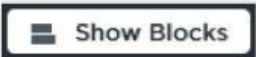
After copying the codes from line 4 to line 28, click on line 29 below and paste.

In this way, only the numbers can be changed and the corresponding codes can be matched to the buttons. The song selection can be kept for later

```

29 // screen3
30 hideElement("display3");
31 onEvent("play3", "click", function( ) {
32     playSound("Labunath-Neth-Yuga-Asanka-Priyam.mp3", false);
33     showElement("display3");
34 });
35 onEvent("stop3", "click", function( ) {
36     stopSound("Labunath-Neth-Yuga-Asanka-Priyam.mp3");
37     hideElement("display3");
38 });
39 onEvent("home3", "click", function( ) {
40     setScreen("startScreen");
41     stopSound("Labunath-Neth-Yuga-Asanka-Priyam.mp3");
42     hideElement("display3");
43 });
44 onEvent("down3", "click", function( ) {
45     setScreen("screen4");
46     stopSound("Labunath-Neth-Yuga-Asanka-Priyam.mp3");
47     hideElement("display3");
48 });
49 onEvent("up3", "click", function( ) {
50     setScreen("screen2");
51     stopSound("Labunath-Neth-Yuga-Asanka-Priyam.mp3");
52     hideElement("display3");
53 });

```

After changing only the numbers click and  see how the blocks are arranged again

song should be selected **Labunath Neth Yuga...** for all the blocks related to that third page. For that, click on the symbol before the name of the song and select choose

playSound(▼ "Yoma-Budu-Netha-Nidukanane-Sunil.mp3", ▼ false);
showElement(Choose...)

Select Make new sounds.

Choose Sounds

Sound Library **Make new sounds**

All categories

Accent

Achievements

Now select the correct song for the page.

Choose Sounds

Sound Library Make new sounds

	Ahasa-Usata-Naga-Giyata-Gunadasa.mp3	Choose	
	Andara-Yaye-Waw-Thawalle-Karunar.mp3	Choose	
	Labunath-Neth-Yuga-Asanka-Priyam.mp3	Choose	
	Punchi-Sithe-Punchi-Sina-Aksha-C.mp3	Choose	
	Yoma-Budu-Netha-Nidukanane-Sunil.mp3	Choose	

This project can be easily completed by copying and pasting the codes as above and editing them as needed..