

Guitar App

In this tutorial, you will create an app that displays an image of a guitar on a Button component. When the user clicks the button, the app plays the sound of a guitar.

Step 1: Make sure you have downloaded the media files. One of the media folders that you have downloaded is named Instruments. This folder contains the image that you will use in this tutorial.

Step 2: Start a new App Inventor project named Guitar.

Step 3: Set Screen1's Title property to Guitar and set its AlignHorizontal property to Center.

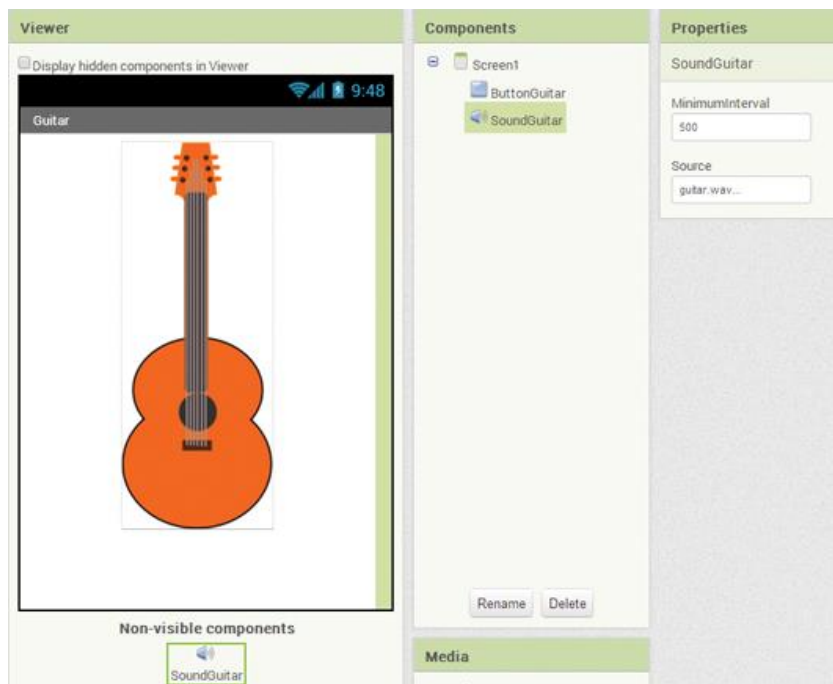
Step 4: In the Media column, use the Upload File . . . button to upload the Guitar.png and Guitar.wav files from the Instrument folder.

Step 5: Add a Button component to the screen. Clear the button's Text property and set its Image property to Guitar.png.

Step 6: Open the Media palette and drag a Sound component to the Viewer and drop it onto the screen. A component named Sound1 will be created in the Non-visible components area just below the screen. Perform the following:

- Use the Components column to change the component's name to SoundGuitar.
- Change the component's Source property to Guitar.wav.

At this point, the Viewer, Components, Media, and Properties columns should appear as shown



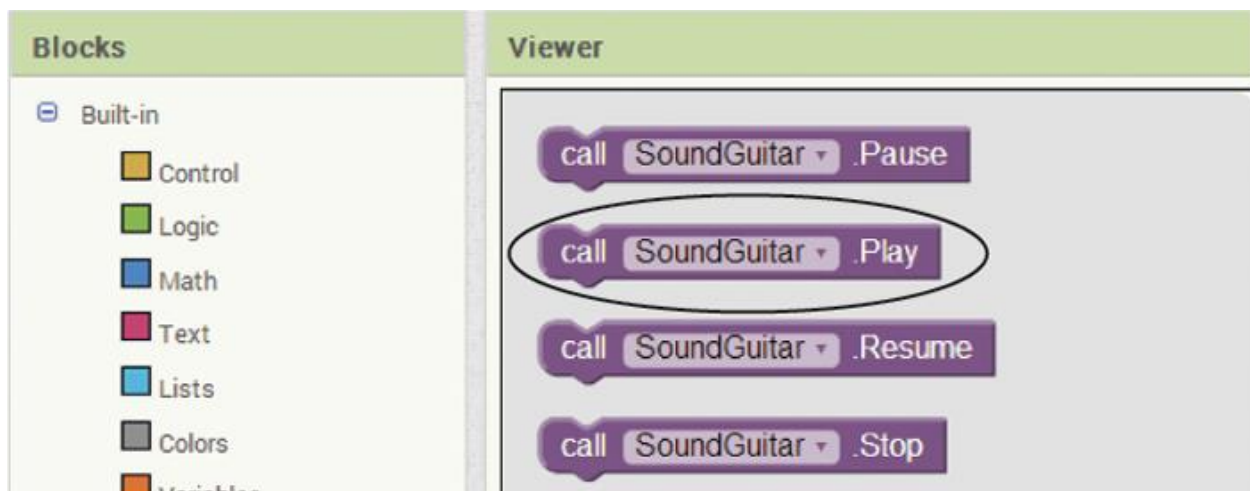
Step 7: Open the Blocks Editor. Now you will program the Click event handler for the ButtonGuitar button. When the user clicks the button, the app will use the SoundGuitar component to play its sound file. Perform the following:

- In the Blocks column, click ButtonGuitar, and then select the when ButtonGuitar.Click do block. This creates an empty when ButtonGuitar.Click do block in the workspace.
- In the Blocks column, click SoundGuitar, and then select the call SoundGuitar.Play block, as shown in Figure 2-54. Drag the call SoundGuitar.Play block and snap it inside the when ButtonGuitar.Click do block.

Step 8: Create an emulator and test the app. When you click the image of the guitar, you should hear sound of a guitar playing.

Pausing, Resuming, and Stopping the Sound

In addition to the Play method, the Sound component provides other methods that control a sound that is currently playing. These methods are Pause, Resume, and Stop. The Figure below shows the blocks for all of the Sound component methods. Here is a summary of these methods:



- Pause—This method pauses an audio file that is currently playing.
- Resume—After you have used the Pause method to pause an audio file, you can use the Resume method to start it playing again at the point where it was paused.
- Stop—This method stops the audio file that is currently playing

Step 9: Add a Pause, Resume and Stop methods to your Guitar app