**Scenario 19.2 – Play a Piano**



1) Open the program *Play a piano*: <https://snap.berkeley.edu/project?user=ifrankovic&project=Play%20Piano>

60 62 64 65 67 69 71

You will assemble the keys as you see in the picture above.

2) The key C is already in the right place.

1. Duplicate the key C.
2. Move it to the correct position.
3. Rename it.

3) Copy the black key. It the black key is hidden behind the white keys, use the code /Users/mateja.bevcic/Desktop/slike za navodila/19.2/C4G19.2_ZaigrajNaKlavir - Delna3 script pic.png.

4) Uncheck the »draggable« button, so the key sprites can not be moved while playing. Do this for all sprites.



5) To play a note we will use those commands:

 and /Users/mateja.bevcic/Desktop/slike za navodila/19.2/C4G19.2_ZaigrajNaKlavir - Cela script pic (1).png.

6) We will write a code for clicking on a sprite/key (*when I am clicked*) and for pressing a key (*when \_\_ key pressed*). Will the codes be the same? What will happen when you click on the sprite/key or when you press a key on the keyboard?

7) By clicking the sprite *violin key* the background will change to background *chords*.

8) By clicking the sprite *reset* the background will change to background *blank*.

9) By clicking the sprite *note* the whole song will be played. Write a code that plays the whole song. Use a loop where possible.

[Additional tasks]

Add additional tasks according to your wishes or follow the tasks below:

* Duplicate the sprite Note (and change its position on the background) and write a program for another song.
* Add a background with chords for the new song.