

```
////////////////////////////////////  
//                               Music Machine 1  
//  
//                               Simon Belshaw  
//                               2006 this version 2013  
////////////////////////////////////
```

```
void setup() {
```

```
  select instrument; // can be real instrument, voice, furniture, found object  
  find space to stand or sit; // must be able to see the screen  
  you may move whilst not playing; // must be able to see the screen
```

```
  while (screen == black){  
    wait;  
  }
```

```
}
```

```
void loop() {
```

```
  if (screen == green){
```

```
    make choice to playNote or notPlayNote;
```

```
    if (choice == notPlayNote){  
      wait until (screen == red);  
    }
```

```
    if (choice == playNote){
```

```
      select note; // any note within instrument's range  
      select volume; // from very quiet (almost inaudible) to extremely loud  
      select style; // any method of producing sound from the instrument  
      play note; // play as soon as the screen turns green  
      // do not change note however it sounds
```

```
      hold note until (screen == red); // only applies to sounds that can be sustained  
      // if you are playing an instrument or object that needs to be struck  
      // strike it once only
```

```
    }
```

```
  if (screen == red){
```

```
    rest;  
    wait until (screen == green);  
  }
```

```
  if (screen == black){  
    exit();  
  }
```

```
}
```