Musical Demonstration Project

Project description

You goal is to use the music/sound library in combination with the *isdraw* library or with Java GUI and graphics libraries or with the *jpt* library and create a tutorial or a demonstration program that will teach the user something about how the music is created, composed, or represented. Alternately, design a program that will allow the user to explore music composition and creation in an interactive manner.

Examples may be:

- A display of a piano keyboard that highlights the notes that are currently played, possibly which a choice of several different tunes to play

- A display of a guitar fret that shows the different chords and plays them — or lets the user select what frets will be pressed a then play the chord

- A display of several instruments available for the current settings of the synthesizer. User can select the instrument, the octave, and then play tunes by pressing keys on the computer keyboard. As each note is played, it shows the `String` that represents the note.

Actually, I think you can come up with a much more creative examples.

Enjoy!