Mockup_2

```
import ddf.minim.*;

Minim minim;

AudioPlayer A1;
AudioPlayer A2;
AudioPlayer A3;
AudioPlayer A4;
AudioPlayer A5;

AudioPlayer B1;
AudioPlayer B2;
AudioPlayer B3;
AudioPlayer B4;
AudioPlayer B5;

AudioPlayer C1;
AudioPlayer C2;
AudioPlayer C3;
AudioPlayer C4;
AudioPlayer C5;

AudioPlayer D1;
AudioPlayer D2;
AudioPlayer D3;
AudioPlayer D4;
AudioPlayer D5;

AudioPlayer E1;
AudioPlayer E2;
AudioPlayer E3;
AudioPlayer E4;
AudioPlayer E5;

float c1 = 0;
float c2 = 0;
float c3 = 0;
float c4 = 0;
float c5 = 0;

float d1 = 0;
float d2 = 0;
float d3 = 0;
```

```
float d4 = 0;
float d5 = 0;

float e1 = 0;
float e2 = 0;
float e3 = 0;
float e4 = 0;
float e5 = 0;

float f1 = 0;
float f2 = 0;
float f3 = 0;
float f4 = 0;
float f5 = 0;

float g1 = 0;
float g2 = 0;
float g3 = 0;
float g4 = 0;
float g5 = 0;


void setup () {
 size (1280, 720, P2D);

 minim = new Minim(this);
 A1 = minim.loadFile("A1.wav");
 A2 = minim.loadFile("A2.wav");
 A3 = minim.loadFile("A3.wav");
 A4 = minim.loadFile("A4.wav");
 A5 = minim.loadFile("A5.wav");

 B1 = minim.loadFile("B1.wav");
 B2 = minim.loadFile("B2.wav");
 B3 = minim.loadFile("B3.wav");
 B4 = minim.loadFile("B4.wav");
 B5 = minim.loadFile("B5.wav");

 C1 = minim.loadFile("C1.wav");
 C2 = minim.loadFile("C2.wav");
 C3 = minim.loadFile("C3.wav");
 C4 = minim.loadFile("C4.wav");
 C5 = minim.loadFile("C5.wav");
```

```
D1 = minim.loadFile("D1.wav");
D2 = minim.loadFile("D2.wav");
D3 = minim.loadFile("D3.wav");
D4 = minim.loadFile("D4.wav");
D5 = minim.loadFile("D5.wav");

E1 = minim.loadFile("E1.wav");
E2 = minim.loadFile("E2.wav");
E3 = minim.loadFile("E3.wav");
E4 = minim.loadFile("E4.wav");
E5 = minim.loadFile("E5.wav");

}

void draw () {

println("x: "+ mouseX + " y:"+ mouseY);

background (0);

noStroke ();

// row 1

fill (192, 11, 54, c1);
rect (320, 40, 128, 128);

fill (236, 38, 79, d1);
rect (448, 40, 128, 128);

fill (221, 113, 160, e1);
rect (576, 40, 128, 128);

fill (154, 85, 178, f1);
rect (704, 40, 128, 128);

fill (125, 15, 126, g1);
rect (832, 40, 128, 128);

// row 2

fill (188, 38, 80, c2);
rect (320, 168, 128, 128);
```

```
fill (232, 67, 106, d2);
rect (448, 168, 128, 128);

fill (216, 135, 174, e2);
rect (576, 168, 128, 128);

fill (152, 102, 173, f2);
rect (704, 168, 128, 128);

fill (122, 31, 124, g2);
rect (832, 168, 128, 128);

// row 3

fill (183, 55, 95, c3);
rect (320, 296, 128, 128);

fill (229, 94, 133, d3);
rect (448, 296, 128, 128);

fill (211, 155, 185, e3);
rect (576, 296, 128, 128);

fill (163, 136, 181, f3);
rect (704, 296, 128, 128);

fill (120, 45, 124, g3);
rect (832, 296, 128, 128);

// row 4

fill (178, 73, 111, c4);
rect (320, 424, 128, 128);

fill (226, 118, 154, d4);
rect (448, 424, 128, 128);

fill (209, 167, 191, e4);
rect (576, 424, 128, 128);

fill (163, 142, 178, f4);
rect (704, 424, 128, 128);

fill (117, 56, 122, g4);
```

```
rect (832, 424, 128, 128);

// row 5

fill (173, 94, 126, c5);
rect (320, 552, 128, 128);

fill (224, 148, 177, d5);
rect (448, 552, 128, 128);

fill (206, 178, 195, e5);
rect (576, 552, 128, 128);

fill (163, 149, 175, f5);
rect (704, 552, 128, 128);

fill (114, 69, 119, g5);
rect (832, 552, 128, 128);

 if (mouseX > 320 && mouseX < 448
 && mouseY > 40 && mouseY < 168) {
   c1 = c1 + 5;
   A1.play();
 }
 else {
   c1 = c1 - 5;
   A1.rewind();
 }

 if (c1 > 255) {
   c1 = 255;
 } else if (c1 < 0) {
   c1 = 0;
 }

 if (mouseX > 320 && mouseX < 448
 && mouseY > 168 && mouseY < 296 == true) {
   c2 = c2 + 5;
   B1.play();
 }

 else {
   c2 = c2 - 5;
   B1.rewind();
```

```
}


if (c2 > 255) {
  c2 = 255;
} else if (c2 < 0) {
  c2 = 0;
}

if (mouseX > 320 && mouseX < 448
&& mouseY > 296 && mouseY < 424) {
  c3 = c3 + 5;
  C1.play();
}
else {
  c3 = c3 - 5;
  C1.rewind();
}

if (c3 > 255) {
  c3 = 255;
} else if (c3 < 0) {
  c3 = 0;
}

if (mouseX >= 320 && mouseX <= 448
&& mouseY >= 424 && mouseY <= 552) {
  c4 = c4 + 5;
  D1.play();
}
else {
  c4 = c4 - 5;
  D1.rewind();
}

if (c4 > 255) {
  c4 = 255;
} else if (c4 < 0) {
  c4 = 0;
}

if (mouseX >= 320 && mouseX <= 448
&& mouseY >= 552 && mouseY <= 680) {
  c5 = c5 + 5;
```

```
  E1.play();
}
else {
  c5 = c5 - 5;
  E1.rewind();
}

if (c5 > 255) {
  c5 = 255;
} else if (c5 < 0) {
  c5 = 0;
}

if (mouseX >= 448 && mouseX <= 576
&& mouseY >= 40 && mouseY <= 168) {
  d1 = d1 + 5;
  A2.play();
}
else {
  d1 = d1 - 5;
  A2.rewind();
}

if (d1 > 255) {
  d1 = 255;
} else if (d1 < 0) {
  d1 = 0;
}

if (mouseX >= 448 && mouseX <= 576
&& mouseY >= 168 && mouseY <= 296) {
  d2 = d2 + 5;
  B2.play();
}
else {
  d2 = d2 - 5;
  B2.rewind();
}

if (d2 > 255) {
  d2 = 255;
} else if (d2 < 0) {
  d2 = 0;
}
```

```
if (mouseX >= 448 && mouseX <= 576
&& mouseY >= 296 && mouseY <= 424) {
  d3 = d3 + 5;
  C2.play();
}
else {
  d3 = d3 - 5;
  C2.rewind();
}

if (d3 > 255) {
  d3 = 255;
} else if (d3 < 0) {
  d3 = 0;
}


if (mouseX >= 448 && mouseX <= 576
&& mouseY >= 424 && mouseY <= 552) {
  d4 = d4 + 5;
  D2.play();
}
else {
  d4 = d4 - 5;
  D2.rewind();
}

if (d4 > 255) {
  d4 = 255;
} else if (d4 < 0) {
  d4 = 0;
}


if (mouseX >= 448 && mouseX <= 576
&& mouseY >= 552 && mouseY <= 680) {
  d5 = d5 + 5;
  E2.play();
}
else {
  d5 = d5 - 5;
  E2.rewind();
```

```
}

if (d5 > 255) {
  d5 = 255;
} else if (d5 < 0) {
  d5 = 0;
}


if (mouseX >= 576 && mouseX <= 704
&& mouseY >= 40 && mouseY <= 168) {
  e1 = e1 + 5;
  A3.play();
}
else {
  e1 = e1 - 5;
  A3.rewind();
}

if (e1 > 255) {
  e1 = 255;
} else if (e1 < 0) {
  e1 = 0;
}



if (mouseX >= 576 && mouseX <= 704
&& mouseY >= 168 && mouseY <= 296) {
  e2 = e2 + 5;
  B3.play();
}
else {
  e2 = e2 - 5;
  B3.rewind();
}

if (e2 > 255) {
  e2 = 255;
} else if (e2 < 0) {
  e2 = 0;
}
```

```
if (mouseX >= 576 && mouseX <= 704
&& mouseY >= 296 && mouseY <= 424) {
  e3 = e3 + 5;
  C3.play();
}
else {
  e3 = e3 - 5;
  C3.rewind();
}

if (e3 > 255) {
  e3 = 255;
} else if (e3 < 0) {
  e3 = 0;
}



if (mouseX >= 576 && mouseX <= 704
&& mouseY >= 424 && mouseY <= 552) {
  e4 = e4 + 5;
  D3.play();
}
else {
  e4 = e4 - 5;
  D3.rewind();
}

if (e4 > 255) {
  e4 = 255;
} else if (e4 < 0) {
  e4 = 0;
}



if (mouseX >= 576 && mouseX <= 704
&& mouseY >= 552 && mouseY <= 680) {
  e5 = e5 + 5;
  E3.play();
}
else {
  e5 = e5 - 5;
```

```
  E3.rewind();
}

if (e5 > 255) {
  e5 = 255;
} else if (e5 < 0) {
  e5 = 0;
}



if (mouseX >= 704 && mouseX <= 832
&& mouseY >= 40 && mouseY <= 168) {
  f1 = f1 + 5;
  A4.play();
}
else {
  f1 = f1 - 5;
  A4.rewind();
}

if (f1 > 255) {
  f1 = 255;
} else if (f1 < 0) {
  f1 = 0;
}



if (mouseX >= 704 && mouseX <= 832
&& mouseY >= 168 && mouseY <= 296) {
  f2 = f2 + 5;
  B4.play();
}
else {
  f2 = f2 - 5;
  B4.rewind();
}

if (f2 > 255) {
  f2 = 255;
} else if (f2 < 0) {
  f2 = 0;
}
```

```
if (mouseX >= 704 && mouseX <= 832
&& mouseY >= 296 && mouseY <= 424) {
  f3 = f3 + 5;
  C4.play();
}
else {
  f3 = f3 - 5;
  C4.rewind();
}

if (f3 > 255) {
  f3 = 255;
} else if (f3 < 0) {
  f3 = 0;
}



if (mouseX >= 704 && mouseX <= 832
&& mouseY >= 424 && mouseY <= 552) {
  f4 = f4 + 5;
  D4.play();
}
else {
  f4 = f4 - 5;
  D4.rewind();
}

if (f4 > 255) {
  f4 = 255;
} else if (f4 < 0) {
  f4 = 0;
}



if (mouseX >= 704 && mouseX <= 832
&& mouseY >= 552 && mouseY <= 680) {
  f5 = f5 + 5;
  E4.play();
}
```

```
else {
  f5 = f5 - 5;
  E4.rewind();
}

 if (f5 > 255) {
  f5 = 255;
} else if (f5 < 0) {
  f5 = 0;
}



if (mouseX >= 832 && mouseX <= 960
&& mouseY >= 40 && mouseY <= 168) {
  g1 = g1 + 5;
  A5.play();
}
else {
  g1 = g1 - 5;
  A5.rewind();
}

if (g1 > 255) {
  g1 = 255;
} else if (g1 < 0) {
  g1 = 0;
}



if (mouseX >= 832 && mouseX <= 960
&& mouseY >= 168 && mouseY <= 296) {
  g2 = g2 + 5;
  B5.play();
}
else {
  g2 = g2 - 5;
  B5.rewind();
}

if (g2 > 255) {
  g2 = 255;
} else if (g2 < 0) {
```

```
  g2 = 0;
}



if (mouseX >= 832 && mouseX <= 960
&& mouseY >= 296 && mouseY <= 424) {
  g3 = g3 + 5;
  C5.play();
}
else {
  g3 = g3 - 5;
  C5.rewind();
}

if (g3 > 255) {
  g3 = 255;
} else if (g3 < 0) {
  g3 = 0;
}



if (mouseX >= 832 && mouseX <= 960
&& mouseY >= 424 && mouseY <= 552) {
  g4 = g4 + 5;
  D5.play();
}
else {
  g4 = g4 - 5;
  D5.rewind();
}

if (g4 > 255) {
  g4 = 255;
} else if (g4 < 0) {
  g4 = 0;
}



if (mouseX >= 832 && mouseX <= 960
&& mouseY >= 552 && mouseY <= 680) {
  g5 = g5 + 5;
```

```
  E5.play();
 }
 else {
  g5 = g5 - 5;
  E5.rewind();
 }

 if (g5 > 255) {
  g5 = 255;
 } else if (g5 < 0) {
  g5 = 0;
 }

}
```