

Finishing the App

To finish your jungle soundboard app, we need to add some code to the **monkey** button and the **elephant** button.

The remaining two buttons should function in exactly the same way as the **tiger** button; except that the **monkey** button should play the monkey.mp3 sound file and the **elephant** button should play the elephant.mp3 sound file.

If you are feeling confident, have a go at adding the code to the **monkey** and **elephant** buttons based on what you have done in the **tiger** button.

If you still need a helping hand, follow the next few slides!

Adding Code to the Monkey Button

1. Go into **Edit mode**.
2. Select the **monkey** button.
3. Select *Object Script* from the *Object* menu.
4. Type the code below into the **Script Editor**.
5. Hit the *Apply* Button.

```
on mouseUp
    set the filename of player "animalSound" to "Resources/sounds/monkey.mp3"
    start player "animalSound"
end mouseUp
```

*Well done, you are halfway
through this step. Swap pairs
now.*



Pairs Swap

Adding Code to the Elephant Button

1. Go into **Edit mode**.
2. Select the **elephant** button.
3. Select *Object Script* from the *Object* menu.
4. Type the code below into the **Script Editor**.
5. Hit the *Apply* Button

```
on mouseUp
    set the filename of player "animalSound" to "Resources/sounds/elephant.
mp3"
    start player "animalSound"
end mouseUp
```

Congratulations!

You have finished your soundboard app!

Switch into **Run** mode and press the buttons to see your app in action!

If you want to compare your app to another completed version, you can download a finished version from the **Resources** tab.

In the final step we will export your app so that you can share it with other people.





Well Done



Section Complete



Save Your Work



Pawns Swap