

# Contents

<i>List of figures</i>	ix
<i>Photo and illustration credits</i>	xiii
<i>Foreword</i>	xiv
<i>Acknowledgments</i>	xvi
1 Why music and coding?	1
Interlude 1: Basic pop beat	12
2 Rhythm and tempo	18
Interlude 2: Custom trap beat	49
3 Pitch, harmony, and dissonance	53
Interlude 3: Melodies and lists	68
4 Chords	71
Interlude 4: Playing chords	84
5 Scales, keys, and melody	88
Interlude 5: Lean on me	100
6 Diatonic chords and chord progressions	103
Interlude 6: Random chord progressions	114
7 Frequency, fourier, and filters	117
Interlude 7: Creative effects	136
8 Note-based production effects	140
Interlude 8: How to make a drum fill	153
9 Song composition and EarSketch	158



Interlude 9: How to make a snare drum riser	172
10 Modular synthesis	177
Interlude 10: Drum machine function	191
11 History of music and computing	194
<i>Appendix A: Python reference</i>	207
<i>Appendix B: TunePad programming reference</i>	231
<i>Appendix C: Music reference</i>	240
<i>Index</i>	255