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/*****
*Linh Do
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*
* Example for Sparkfun MP3 Shield Library
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*
*
*****/
#include <Adafruit_GFX.h>
#include <Adafruit_ST7735.h>
#include <SPI.h>

//Add the SdFat Libraries
#include <SdFat.h>
#include <SdFatUtil.h>

//and the MP3 Shield Library
#include <SFEMP3Shield.h>

//create and name the library object
SFEMP3Shield MP3player;

byte temp;
byte result;

char title[30];
char artist[30];
char album[30];

void setup() {

  Serial.begin(115200);
  //boot up the MP3 Player Shield
  result = MP3player.begin();
  //check result, see readme for error codes.
  if(result != 0) {
    Serial.print("Error code: ");
    Serial.print(result);
    Serial.println(" when trying to start MP3 player");
  }
  MP3player.SetVolume(10, 10);
}

```

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}
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```
uint8_t buttonhistory = 0;
```

```
void loop() {
```

```
    int sensorValue1 = analogRead(A1);
```

```
    int sensorValue4 = analogRead(A4);
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```
    int sensorValue5 = analogRead(A5);
```

```
    int mappedSensorValue1 = map (sensorValue1, 0, 1023, 0, 10);
```

```
    int mappedSensorValue4 = map (sensorValue4, 0, 1023, 0, 10);
```

```
    int mappedSensorValue5 = map (sensorValue5, 0, 1023, 0, 10);
```

```
    if (mappedSensorValue4<4) {  
MP3player.playMP3("track001.mp3");
```

```
    } else if (mappedSensorValue5>0) {  
MP3player.playMP3("track002.mp3");
```

```
    } else if (sensorValue1>250 ) {  
MP3player.playMP3("track004.mp3");
```

```
    } else if (sensorValue1<120) {  
MP3player.playMP3("track005.mp3");
```

```
    } else {  
        MP3player.playMP3("track003.mp3");  
    }
```

```
}
```