Compositional Software Development
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Abstract

Many compositional programs exist, but are expensive or difficult to use.

My software will be a free program that is powerful enough to handle most scores but simple enough for the amateur user.

The software will not attempt to be pretty, only functional. Systems for full score printing and lead sheet notation.

Background

Finale is the most commonly used music editing software. I am comfortable with the program, but many people have a hard time with it because it can be overly complex. Also, the output system is not attractive at all.
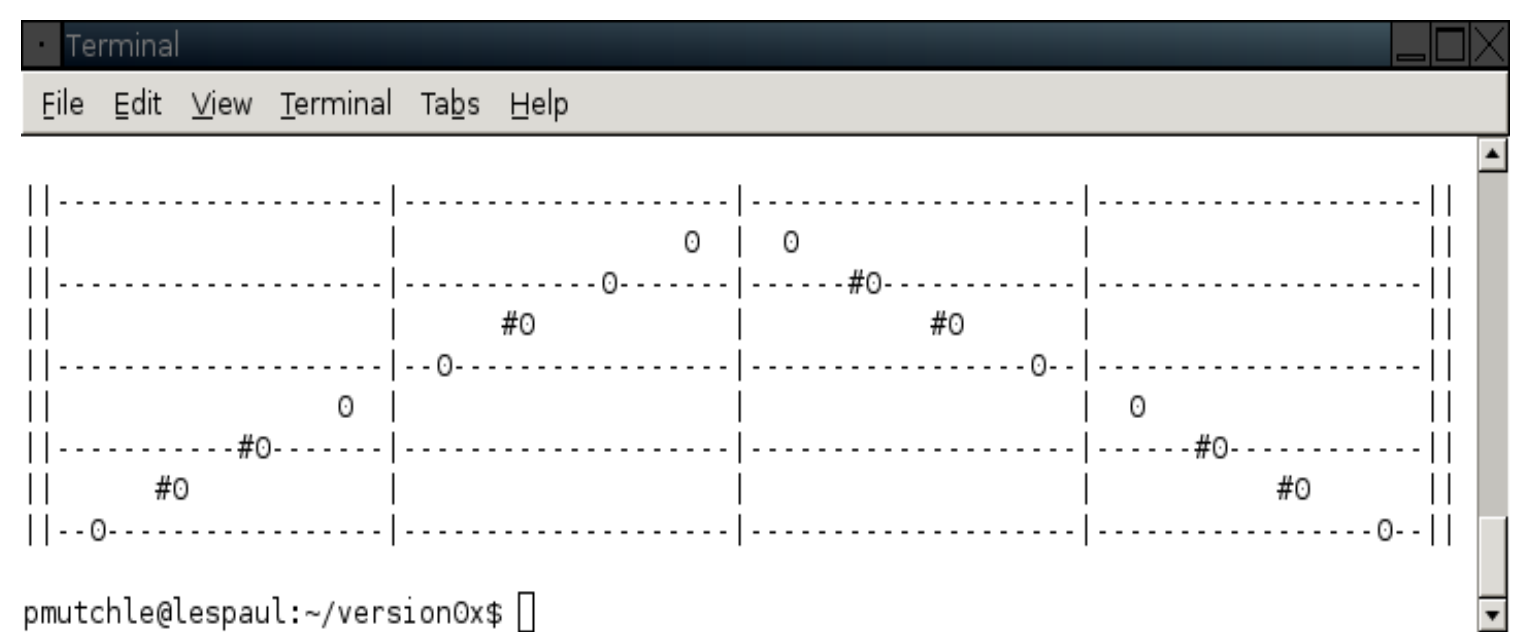
Because the program is aimed at professionals, it is far too difficult to use for amateurs. Also, the program is expensive and out of the price range of most users.

Methods

The input system currently in use is directly from a file. The getScore method reads the file and puts the notes in a matrix as strings. The strings have characters to indicate accidentals and octave registry.

The current output system is more complicated. The system prints out the music by measure using printMeasure and by note using printNote using ASCII symbols. This is unattractive but functional for this version.

Sample output for version 0.2

Version System

The development system for this program has four major release versions, one for each quarter.

0.x – File input, ASCII output

1.x – File input, Graphics output

2.x – GUI input, Graphics output

3.x – GUI input, Graphics output, compositional tools

Expected Outcomes

A usable, free, intuitive program that can create and print simple to mildly complex scores in a variety of ways.

The program will be tested by other students in the classroom to make sure that it meets expectations in terms of usability and simplicity.