

The screenshot shows the 'musicMixer' application window. The title bar says 'musicMixer'. The main area has the text 'Let's make some music!'. Below this, there are three sections for adding music:

- Enter notes:** A text input field and a dropdown menu labeled 'Select' with 'violin' selected. A green play button is to the right.
- Add First Percussion:** A dropdown menu with 'banana_shaker' selected, a sequence of beats 'P1 X P1 X', an 'Add' button with a musical note icon, and a green play button.
- Add Second Percussion:** A dropdown menu with 'agogo_bells' selected, a sequence of beats 'X P2 X P2', an 'Add' button with a musical note icon, and a green play button.
- Add Third Percussion:** A dropdown menu with 'Select...' selected, an 'Add' button with a musical note icon, and a green play button.

On the right side, there are three large green play buttons and a 'Reset' button at the bottom right. Callout boxes provide the following descriptions:

- Top Left:** Add music notes available in library in here (points to the 'Enter notes' input field).
- Top Right:** Select between violin, trumpet and guitar (points to the 'Select' dropdown menu).
- Middle Right (Top):** Play just instrument notes (points to the play button for the 'Enter notes' section).
- Middle Right (Middle):** Play just percussion (points to the play button for the 'Add First Percussion' section).
- Middle Right (Bottom):** Play everything together (points to the large central play button).
- Bottom Left (Top):** Add percussion from list (points to the 'Add' button in the 'Add First Percussion' section).
- Bottom Left (Middle):** Add one beat of percussion (points to the 'X' in the 'Add First Percussion' sequence).
- Bottom Left (Bottom):** Delete beats of silence (points to the 'X' in the 'Add Second Percussion' sequence).
- Bottom Middle:** Add one note of silence (points to the 'Add' button in the 'Add Third Percussion' section).
- Bottom Right:** Resets notes, percussion types, beats (points to the 'Reset' button).