

```

function performFingerActions() {

    /******* Left hand actions *****/

    /***** Left Index Finger *****/

    if (leftIndexFingerUp) {
        // start Kick
        if (!kickPlays) {
            kick.amp(0.5);
            kickPlays = true;
        }
    } else {
        // Stop Kick
        if (kickPlays) {
            kick.amp(0);
            kickPlays = false;
        }
    }

    /***** Left Middle Finger *****/

    if (leftMiddleFingerUp) {
        // start Kick
        if (!snarePlays) {
            snare.amp(0.5);
            snarePlays = true;
        }
    } else {
        // Stop Kick
        if (snarePlays) {
            snare.amp(0);
            snarePlays = false;
        }
    }

    /***** Left Ring Finger *****/

    if (leftRingFingerUp) {
        // start Kick
        if (!hihatPlays) {
            hihat.amp(0.5);
            hihatPlays = true;
        }
    } else {
        // Stop Kick
        if (hihatPlays) {
            hihat.amp(0);
            hihatPlays = false;
        }
    }
}

```

```

/***** Left Pinky *****/

    if (leftPinkyFingerUp) {
// start Kick
    if (!arpPlays) {
        arp.amp(0.5);
        arpPlays = true;
    }
} else {
// Stop Kick
    if (arpPlays) {
        arp.amp(0);
        arpPlays = false;
    }
}

/***** Right hand actions *****/

// text(str, x, y, [maxWidth], [maxHeight])

/***** Right Index Finger *****/

if(rightIndexFingerUp) {
    fill(255);

    textSize(32);

    text("we", 20, 20)

    if (!bassPlays) {
        bass.amp(0.5);
        bassPlays = true;
    }
} else {
// Stop Kick
    if (bassPlays) {
        bass.amp(0);
        bassPlays = false;
    }
}

if(rightMiddleFingerUp) {
    fill(255);

    textSize(32);

    text("like", 40, 40)
}

if(rightRingFingerUp) {
    fill(255);

```

```
    textSize(32);  
    text("eating", 60, 60)  
}  
  
if(rightPinkyFingerUp) {  
    fill(255);  
  
    textSize(32);  
    text("crayons", 80, 80)  
}  
}
```