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Programming 2 pseudocode.

The purpose of this program is to speed up my music production process by generating either sounds or chords I can use and outputting them.

y= duration of the chord.

Import Music Module,  
Play B Note  
Play A note  
Play G Note  
Repeat

#random note sequencer for developing chords.  
Import Music module  
Play Random note.

Chord C=  
If C note is played.  
Play E Note  
and or  
Play G Note

Chord D=  
If D note is played  
Play F Note  
And or A Note

Chord E=  
If E note is played  
Play G Note  
And or  
B Note

Chord F=  
If F note is played  
Play A note  
And or  
C note

Chord G=  
If G note is played  
Play B note

And or  
D note

Chord A=  
If A note is played  
Play C note  
And or  
E note

Chord B=  
If B note is played  
Play D note  
And or  
F note.

Output Random Chord progression.

Play chord(x) for (y)