

Computer music composition brings a lot of problems which can be solved using a variety of approaches. The existing music composition programs either do not provide enough flexibility to composers or they are considerably complicated for users which do not have technical background. In this thesis, we introduce an intuitive programming language designed for music composition along with an interpreter of this language represented by user-friendly graphical interface. The interface can be utilized for music composition and production even by users without technical and musical skills. The program provides a new approach for music composition and allows an effortless music creation that can be used e.g. in game industry. In addition, the program can be used for musical accompaniment.