




 Conductor
<ul style="list-style-type: none"> - t : Thread - noteArray : List<BellNote> - assignments : List<Note> - playMap : Map<Note, Player> - reader : Map<Integer, NoteLength> - playing : boolean
<ul style="list-style-type: none"> + loadNotes(filename : String) : List<BellNote> + run() : void + getUniqueNotes(e : List<BellNote>) : void

 Tone
<ul style="list-style-type: none"> - af : AudioFormat
<ul style="list-style-type: none"> + playNote(line : SourceDataLine, bn : BellNote) : void

 BellNote
<ul style="list-style-type: none"> - note : Note - length : NoteLength

 NoteLength
<ul style="list-style-type: none"> - timeMs : int
<ul style="list-style-type: none"> + timeMs() : int

 Note
<ul style="list-style-type: none"> - SAMPLE_RATE : int - MEASURE_LENGTH_SEC : int - step_alpha : double - FREQUENCY_A_HZ : double - MAX_VOLUME : double - sinSample : byte[]
<ul style="list-style-type: none"> + sample() : byte[]

 Player
<ul style="list-style-type: none"> - f : Thread - running : boolean - myTurn : boolean - turnCount : int - assignment : Note
<ul style="list-style-type: none"> + stopPlayer() : void + giveTurn(line : SourceDataLine, bn : BellNote) : void + run() : void + playNote(line : SourceDataLine, bn : BellNote) : void + doTurn() : void