

- Swift 3
- Xcode 8
- AudioKit
- UIKit
- OOP
- TDD

Основной цикл тюнера

```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    microphone.start()  
  
    Timer.scheduledTimer(timeInterval: updateInterval,  
                          target: self,  
                          selector: #selector(TunerController.listen),  
                          userInfo: nil,  
                          repeats: true)  
  
    resetUI()  
}
```