

```
1: // Copyright 2022 Anson Cheang
2: #ifndef _HOME_IIFORCE_BADNAME_COMP4_PS4B_STRINGSOUND_H_
3: #define _HOME_IIFORCE_BADNAME_COMP4_PS4B_STRINGSOUND_H_
4:
5: #include "CircularBuffer.h"
6: #include <stdint.h>
7: #include <iostream>
8: #include <cstdlib>
9: #include <vector>
10:
11: #include <SFML/Graphics.hpp>
12: #include <SFML/System.hpp>
13: #include <SFML/Audio.hpp>
14: #include <SFML/Window.hpp>
15:
16: class StringSound {
17: public:
18:     explicit StringSound(double frequency);
19:     explicit StringSound(std::vector <sf::Int16> init);
20:     StringSound (const StringSound &obj) = delete; // no copy const
21:     ~StringSound();
22:     void pluck();
23:     void tic();
24:     sf::Int16 sample();
25:     int time();
26: private:
27:     CircularBuffer * _cb;
28:     int _time;
29: };
30:
31: #endif // _HOME_IIFORCE_BADNAME_COMP4_PS4B_STRINGSOUND_H_
```