Code Summary

Program Header

-Include libraries and classes.
- Create objects instances.
-Declare global variables.

Program Setup

- Begin the Serial port communication.
- Initialize objects instances (configure the hardware for each harmonicas and fingers).
- Execute the music setup function that select the harmonicas that will play the first two notes (set current and next harmonica)
- Execute harmonica.play function to play the first note of the music.

Program Loop

- Excute playFingers function, check if it's time to move for each finger and check if they touch the piezo sensors to trigger the note (each finger have an independent tempo and sensors).

- Excute playHarmonica function, move the harmonicas that didn't reach their positions. Then check if the current harmonica stopped playing and if it did, ask if the others harmonicas can play the next note and start moving one of them to the next note. If none of the others harmonicas can play the next note, move the current harmonica to the next note and finally start playing the next note

- Repeat the loop.