

Receiver

- volume : int
- currentFreqAM : int
- currentFreqFM : double
- currentBand : String
- presetsAM : int []
- presetsFM : double []

+ LoadSettings(void) : void

Loads all attributes from the receiver.txt file.

+ SaveSettings(void) : void

Saves all attributes in the receiver.txt file (OVERWRITE please).

+ ChangeBand(void) : void

When the currentBand attribute is FM, changes to AM and vice-versa.

+ IncreaseFrequency(void) : void

Increments the currentFrequency (based upon the currentBand) by the appropriate amount.

+ DecreaseFrequency(void) : void

Decrement the currentFrequency (based upon the currentBand) by the appropriate amount.

+ IncreaseVolume(void) : void

Increments, when possible, the volume attribute by 1.

+ DecreaseVolume(void) : void

Decrement, when possible, the volume attribute by 1.

+ SelectPreset(presetChoice : int) : void

Changes the currentFrequency (based upon current band) to the corresponding preset for that band.

+ SetPreset(presetChoice : int) : void

Sets the corresponding preset for the currentBand to the currentFrequency (based upon currentBand).

+ DisplayStatus(void) : void

Based upon the currentBand, displays the currentFrequency and presets as well as the volume.

MaintainAudioReceiver

None.

+ main(args : String []) : void

Loads the settings, displays the status, preforms each task, and saves the settings.

+ PreformEachTask(theReceiver : Receiver) : void

Until the user chooses to turn of the receiver, gets choice, preforms choice, and displays the status.

+ GetChoice(void) : char {choice}

Allows the user to select the task to be preformed.

+ PreformChoice(choice : char, theReceiver : Receiver) : void

Preforms the choice on the receiver.

+ SetNewPreset(theReceiver : Receiver) : void

Gets a valid presetChoice and then modifies the preset for the band using the presetChoice.

+ SelectNewPreset(theReceiver : Receiver) : void

Gets a valid presetChoice and then changes the current frequency using the presetChoice.