

Receiver

- volume : int
 - currentFreqAM : int
 - currentFreqFM : double
 - currentBand : String
 - presetsAM : int []
 - presetsFM : double []
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+ 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 vica-versa.

+ IncreaseFrequency(void) : void

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

+ DecreaseFrequency(void) : void

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

+ IncreaseVolume(void) : void

Increments, when possible, the volume attribute by 1.

+ DecreaseVolume(void) : void

Decrements, 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.