



AudioPlayer.java

-volume: double

-sourceDataLine: SourceDataLine

-ais: AudioInputStream

-buff: byte[]

-BUFF_SIZE: final int = 20480

- sampleBuff: short[]

- delay: Delay

-isDelay: boolean

-overdrive: Overdrive

-overDriveCoef: double

-isOverdrive: boolean

-equalizer: Equalizer

-pause: boolean

-format: AudioFormat

-fastFourierInput: FFT

-fastFourierOutput: FFT

-FFTreedy: boolean = false

-prevSignal: short[]

+ operation1(params):returnType

- operation2(params)

- operation3()