```
+ rectangle Visual: Rectangle
                             + select(): void
                             + unselect(): void
                             + toggleSelection(): void
                             + isSelected(): boolean
                             + setParentGesture (Gesture parent): void
                             + getParentGesture(): Gesture
                             + move (int x, int y): void
                             + delete(): void
                             + changeLength(int lengthInc): void
                             + snapInPlace(double x, double y): void
                             + findRightMostCord(): int
                             + findLeftMostCord(): int
                             + findTopMostCord(): int
                             + findBottomMostCord(): int
                             + addToMidi(int vol, MidiPlayer player): void
                                    -Extends-
                                                                               NoteBar
                      Gesture
                                                         + name: String
                                                         + instrument: int
- itemsInGesture: ArrayList<SoundObject>
                                                         + channel: int
- parentGesture: Gesture
                                                         + pitch: int
                                                         + startTick: int
                                                         + length: int
                                                         - parentGesture: Gesture
                                                         + selected: boolean
= makeGestureBox(): void
                                                         + pane: Pane
+ toggleSelection(): void
                                                         - pitchRange: int
                                                         - noteHeight: int
                                                         - clickToEditLength: int
                                                         - minNoteLength: int
+ move(int xInc, int yInc): void
                                                         - instrumentInfo: InstrumentInfo
+ changeLength(int inc): void
                                                         - initialX: int
+ setParentGesture (Gesture parent): void
                                                         - initialY: int
+ getParentGesture(): Gesture
                                                         - draggingLength: boolean
+ snapInPlace(double x, double y): void
+ findRightMostCord(): int
                                                         + isSelected(): boolean
+ findLeftMostCord(): int
                                                         + move(int x, int y): void
+ findTopMostCord(): int
                                                         + snapInPlace(double x double, y): void
+ findBottomMostCord(): int
                                                         + changeLength(int lengthChange): void
+ addToMidi(int vol, MidiPlayer player): void
                                                         + delete(): void
                                                         + select(): void
                                                         + unselect(): void
                                                         + toggleSelection(): void
                                                         + getParentGesture(): Gesture
                                                         + setParentGesture (Gesture parent): void
                                                         + findRightMostCord(): int
                                                         + findLeftMostCord(): int
                                                         + findTopMostCord(): int
                                                         + findBottomMostCord(): int
                                                         + addToMidi(int vol, MidiPlayer player): void
```

- selected: boolean

+ select(): void

+ delete(): void

+ unselect(): void

+ compositionPane: Pane

+ isSelected(): boolean

SoundObject