Melody Maker FAQ

Why does the GUI freeze when I load a song, is it garbage?
No, it's solid. This happens when you have an infinite loop in a method the GUI calls on loading a song (usually `getDuration`). Add some print statements to confirm.

Why does my program only work once? For example, if I load a song and print it out, the second time I try to do so it crashes.
Make sure you are saving the notes in the queue when you're looping through them to play. Also recall that, in the line below, you are duplicating the references, NOT creating another object:

```
Queue<Note> temp = this.notes; //there is still only one object!
```

This is referred to as a *shallow copy* (copying the reference only). A *deep copy* is a duplicate of all the data elements in the data structure.

```
Queue<Note> temp = new LinkedList<>();
//play notes in this.notes, add to temp
//set this.notes to temp
```