

<p>* Class: Snd Snd has Sndinto and readfile function that will read for Sndinto, Sndcat, Sndmix</p>	
<p>Responsibilities.</p> <ul style="list-style-type: none">Set File NameGet File NameSet File TypeGet File TypeSet Sample RateGet Sample RateSet Bit DepthGet Bit DepthSet Num channelGet Num channelSet Num SampleGet Num SampleSet lengthofSoundlengthofSoundSet DatapickData	<p>collaborators</p> <ul style="list-style-type: none">FileNameFileTypeNumChannelsNumSampleRateBitDepthNumSampleslengthofSoundData
<p>methods</p> <ul style="list-style-type: none">rd (String): voidSndinto (String fileName): void	

<p>* Class: Sndmix</p> <p>Mixes into one single file</p>	
Responsibilities	Collaborations.
LengthofSound	Data
GetSampleRate	FileName
getNumChannel	FileType
GetFileType	Samples
GetNumSamp.	Channels
GetBitDepth	BitDepth
Data	
<p>Methods</p> <p>Sndmix (vector<string> fileNo, vector<float> second, Snd* files) : void</p>	
<p>* Class: Sndcat</p> <p>This will concatenate files into one.</p>	
Responsibilities	Collaborations.
GetSampleRate	BitDepth
GetFileType	Data
GetBitDepth	NumChannels
GetNumChannels	NumSamples
GetNumSamp	
Data	
<p>Methods</p> <p>Sndcat (vector<string> fileNo, Snd* files) : void</p>	
<p>* Got this template from professor's slides on OO Design.</p>	

* Class: Switches

In this class, I have wrote all the switches at all snd files including extra credit, in order to get some points even though I have only done Sndinto, Sndmix and Sndcat.

Responsibilities

Sndinto
Sndcat
Sndmix
Sndgen
Sndcut
Sndfx
Sndplay

Collaborators

Sndinto
Sndcat
Sndmix

Methods

Switches (String pp) : void

* Class: Testing

This will point out the data either in console or the output file depending on.

Responsibilities

.cs229
BitDepth
SampleRate
getNumSamp
getNumChannel

Collaborators

.cs229
SampleRate
NumChannel

method

Output (Snd *f, String fn) : void

* Class: flip
In this class, I have done in such a way that it will check for Uppercase as well as lowercase. This was very useful in order to convert something as in the program.

Responsibilities

Checking all the alphabets since user can type in anything.

methods

flip (String s): String

collaborators
String

* Class: Sndgen

This will produce sound in particular waveform and frequency

Responsibilities

Frequency

Waveform

Volume

Depth (a bit)

SampleRate

Dwigation

ReleaseTime

AttackTime

DecayTime

PeakVolume Percent

SustainVolume Percent

collaborators

-Sine

-triangle

- pulse

-sawtooth

methods

Sndgen(): void

Extra Credit	
* Class: Sndplay	This will read in .abc229 file and then produce a sound
Responsibilities	Collaborators
Convert	mute
Readfile	sr n
SetBitDepth	
Set Sample Rate	
Instrument	
methods	
Sndplay(): void	
* Class: Sndfx	
This will add effects to sound files	
Responsibilities	Collaborators
Echo	Help
Fadein	Read
fadeout	Output
PitchUp	
PitchUpDown	
methods	
Sndfx(): void	

<p>* Class: Sndcvt This will convert from .WAV to .es229 format.</p>	
Responsibilities	Collaborators
Convert fileHandling	Help Output recordfile
methods Sndcvt(): void	