

Project 3 UML

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Guitar

strings : int

chords : int

song : double[][]

+ Guitar(strings: int, chords: int)

+ simulateSong(): void

+ getChordsAsArray(chord: int): double[]

+ getSongLength(): int

+ generateSong(): void

Vocalist

center : double

melody : double[][]

guitar : Guitar

+ Vocalist(guitar: Guitar, center: double)

+ sing(): void

+ toString(): String

+ generateMelody(): void

SongWriter

+ main(args: String[]): void