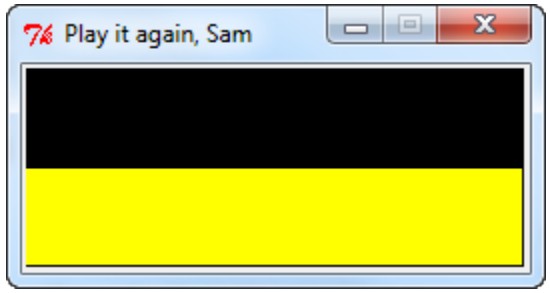
1. ***Program starts:***

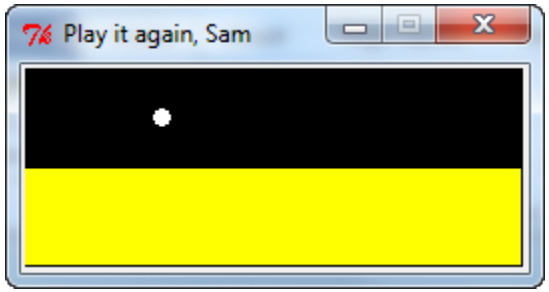
   Constructs a robot and puts it in safe mode.

   Displays:



2. ***User clicks the mouse in the black area:***

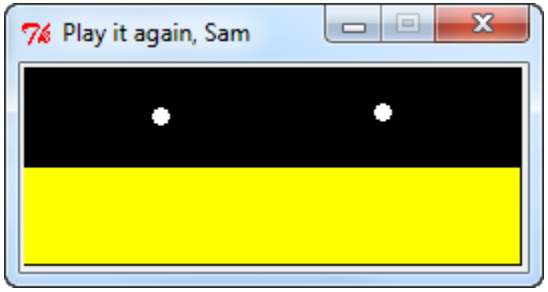
   - A filled dot appears at the click point, like this:



   - From the ***x-coordinate*** of the position of the mouse-click, the program computes an integer between **31** and **127**, inclusive, where:
     - a click very near the left edge yields **31**,
     - a click very near the right edge yields **127**,
     - and clicks in between yield numbers between **31** and **127** in a reasonable way.
   - That number is treated as a ***pitch*** for the robot. The robot plays a note at the computed pitch for a reasonable duration.

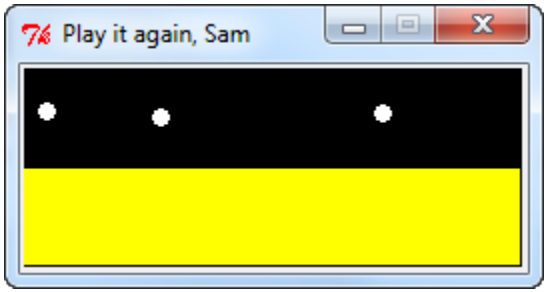
3. ***User clicks the mouse in the black area (again):***

   - A filled dot appears at the click point, like this:
   - A pitch is computed and the robot plays a note at the newly-computed pitch, as before.



4. ***User clicks the mouse in the black area (again):***

   - A filled dot appears at the click point, like this:
   - A pitch is computed and the robot plays a note at the newly-computed pitch, as before.



5. ***Etc, until eventually the user clicks the mouse in the yellow area. At that point:***

   - The robot ***re-plays ALL the notes it just played***, in the order in which they were received.
   - The robot shuts down and the window closes.

After you get the above working correctly, you may augment your program with whatever variations you like! Be creative!