```
┌─────────────────────┐     ┌─────────────────────┐
│ C  HandlerThread    │     │ I  SampleSource     │
├─────────────────────┤     ├─────────────────────┤
│                     │     │                     │
└─────────────────────┘     └─────────────────────┘
```

DatReader (A)

- ◇ <u>int HEAD = -1, TAIL = 1</u>
- □ <u>int RIGHT = 1, LEFT = -1</u>
- □ <u>final int NOT_SKIP = 0, SKIP = 1</u>
- □ <u>final int PAUSE = -1, READ = 0</u>
- □ Handler handler
- ◇ int rate, gain, totalSamples
- ◇ SampleDisplay sampleDisplay
- ◇ String filePath
- ◇ RandomAccessFile randomAccessFile
- □ DatReaderListener datReaderListener
- □ int windowSize
- □ boolean playing
- □ ScheduledThreadPoolExecutor readerPool
- □ int prevDirection

<u>Constructor</u>
- ● DatReader(final String filePath, int rate, int gain, int totalSamples, final int sampleInByte, final SampleDisplay sampleDisplay)

- ◇ void readAndAddSample(int numOfSample, int addPosition)
- ◇ float convertTomV(int sample)