import java.util.Scanner;

public class MusicalDiceRunner {

public static void main(String[] args) {

Phrase mph = new Phrase();

Scanner scan = new Scanner(System.in);

// print options

System.out.println("1 clarinet");

System.out.println("2 flute-harp");

System.out.println("3 mbira");

System.out.println("4 piano");

// start do while

String ans = "";

do {

// check to see if they don't know their options

if (!(ans.equals("1") || ans.equals("2") || ans.equals("3") || ans.equals("4"))) {

System.out.println("Please enter 1,2,3, or 4");

}

System.out.print("Chose the instrument: ");

ans = scan.nextLine();

// switch for each option

switch (ans){

case "1":

mph = new Phrase("clarinet");

break;

case "2":

mph = new Phrase("flute-harp");

break;

case "3":

mph = new Phrase("mbira");

break;

case "4":

mph = new Phrase("clarinet");

break;

}

// exit the loop if the user is able to type the right numeber

} while (!(ans.equals("1") || ans.equals("2") || ans.equals("3") || ans.equals("4")));

// play 16 songs (0-15)

for (int i = 0; i < 16; i++) {

mph.playPhrase(i);

}

}

}