public class Phrase{

private String instrument;

private String type;

// const basic

public Phrase() {

instrument = "piano";

int randominteger = (int) (Math.random()\*3) + 1;

if (randominteger > 1) {

type = "trio";

}

else {

type = "minute";

}

}

// const w/ instrument

public Phrase(String inst) {

if (inst.equals("piano") || inst.equals("clarinet") || inst.equals("flute-harp") || inst.equals("mbira")) {

instrument = inst;

}

else {

instrument = "invalid";

}

int randominteger = (int) (Math.random()\*3) + 1;

if (randominteger > 1) {

type = "trio";

}

else {

type = "minute";

}

}

// const all

public Phrase(String inst, String typ) {

if (inst.equals("piano") || inst.equals("clarinet") || inst.equals("flute-harp") || inst.equals("mbira")) {

instrument = inst;

}

else {

instrument = "invalid";

}

if (typ.equals("trio") || typ.equals("minuet")) {

type = typ;

}

else {

type = "invalid";

}

}

// get stuff

public String getInstrument() {

return instrument;

}

public String getType() {

return type;

}

// next rand phrase

public int nextPhrase() {

int rand1 = 0;

int rand2 = 0;

rand1 = (int) (Math.random() \* 6) + 1;

if (type.equals("minute")){

rand2 = (int) (Math.random() \* 6) + 1;

}

return rand1 + rand2;

}

// play the phrase

public String playPhrase(int i) {

String fileToPlay;

fileToPlay = instrument + "/" + type + i + "-" + nextPhrase() + ".wav";

StdAudio.play(fileToPlay);

return fileToPlay;

}

// i need str

public String toString() {

return instrument+"/"+type;

}

}