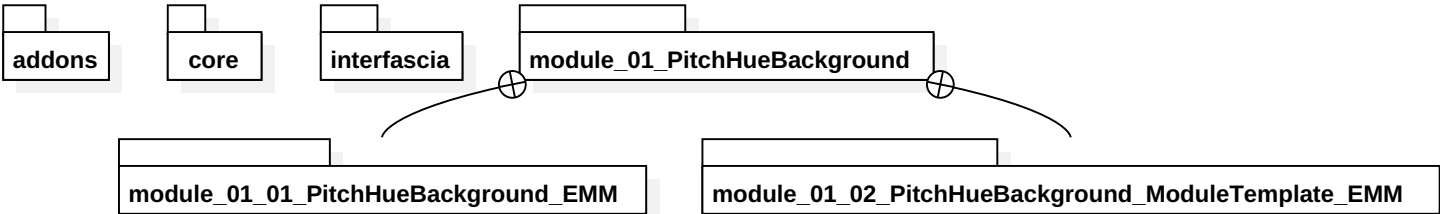
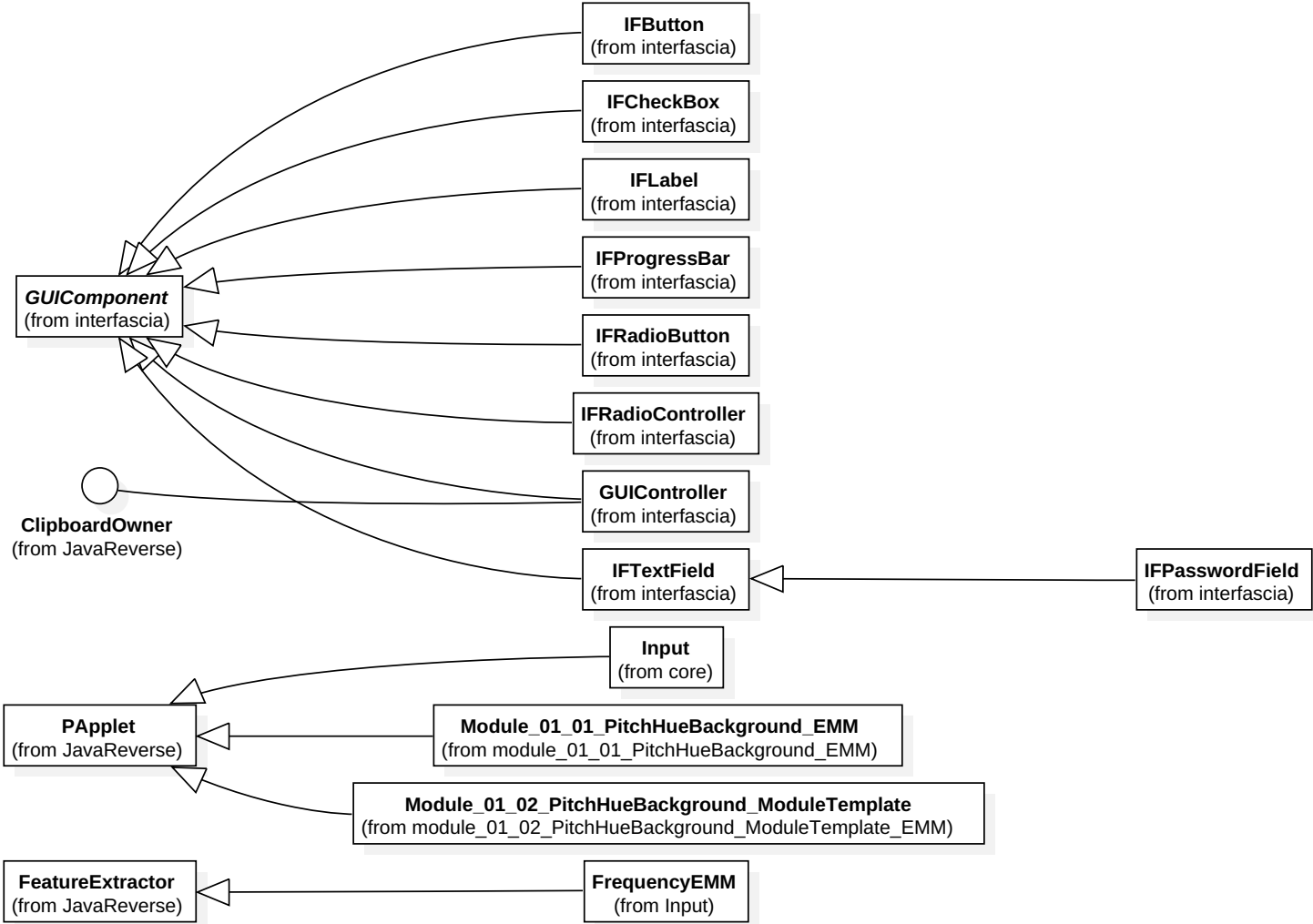


JavaReverse::Package Structure





JavaReverse::Overview

Module 1: Introduction to JavaReverse

Module 2: Basic Java Syntax

Module 3: Java Data Types

Module 4: Java Control Flow

Module 5: Java Arrays

Module 6: Java Strings

Module 7: Java Collections

Module 8: Java Exceptions

Module 9: Java Networking

Module 10: Java Security

Module 11: Java Concurrency

Module 12: Java Reflection

Module 13: Java Annotations

Module 14: Java Generics

Module 15: Java Lambda Expressions

Module 16: Java Stream API

Module 17: Java CompletableFuture

Module 18: Java CompletableFuture Async

Module 19: Java CompletableFuture Async

Module 20: Java CompletableFuture Async

Module 21: Java CompletableFuture Async

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Module 98: Java CompletableFuture Async

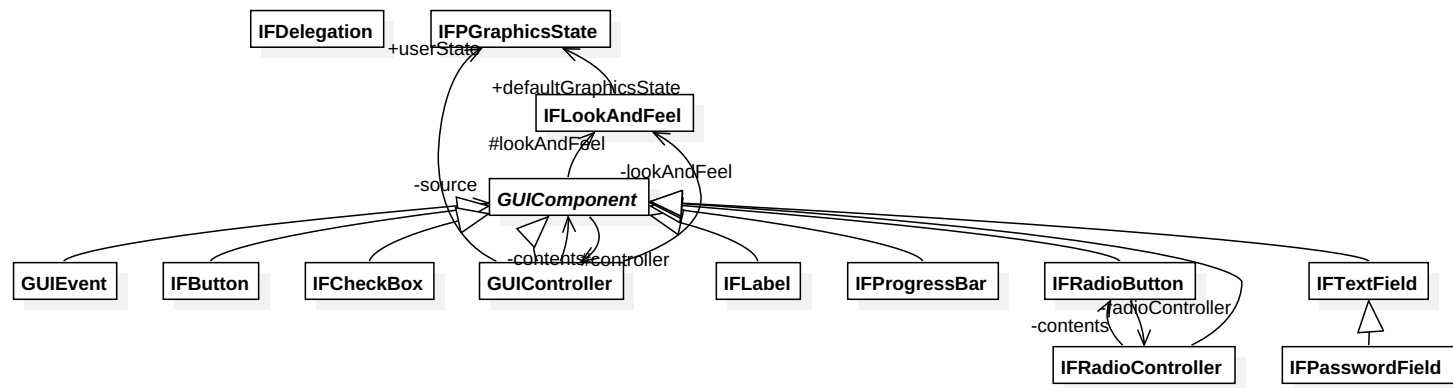
Module 99: Java CompletableFuture Async

Module 100: Java CompletableFuture Async

Buttons

HScrollbar

Input



JavaReverse::module_01_PitchHueBackground::Overview

Module 01_02_PitchHueBackground_ModuleTemplate

(from module_01_02_PitchHueBackground_ModuleTemplate_EMM)

CS_RAINBOW: char = 1

CS_DICHROM: char = 2

CS_TRICHROM: char = 3

CS_CUSTOM: char = 4

curColorStyle: char

controller: GUIController

textField: ITextField

label: IFLabel

hueMax: int

saturationMax: int

brightnessMax: int

input: Input

threshold: int

majorScaleDegrees: int[*]

minorScaleDegrees: int[*]

scaleDegrees: int[*,*]

notesCtoBFlats: String[*]

notesCtoBSharps: String[*]

keyAddVal: int

hue: int

saturation: int

newHue: float[*]

goalHue: float[*]

curHue: float[*]

attackTime: float

newHuePos: int

goalHuePos: int

curHuePos: int

newSaturation: int

goalSaturation: int

curSaturation: int

changeInSaturation: int

colors: float[*,*]

scrollbar: HScrollbar

scrollbarPos: float

attackTimeMax: float = 20

attackTimeMin: float = 1

console: PFont

playButton: PShape

stopButton: PShape

showPlay: boolean

showStop: boolean

rightArrow: PShape

leftArrow: PShape

showRightArrow: boolean

sideBarOut: boolean

leftEdgeX: int

scrollbarArray: HScrollbar[*]

modulateScrollbarArray: HScrollbar[*]

scrollbarX: int

modulateScrollbarX: int

thresholdScroll: HScrollbar

attackScroll: HScrollbar

releaseScroll: HScrollbar

transitionScroll: HScrollbar

keyScroll: HScrollbar

rootScroll: HScrollbar

scrollWidth1: int

hideY: int

thresholdY: int

attackY: int

releaseY: int

transitionY: int

keyY: int

rootColorY: int

colorStyleY: int

pitchColorCodesY: int

a_deY: int

ab_eY: int

b_fY: int

cY: int

cd_fgY: int

d_gaY: int

redModulateY: int

greenModulateY: int

blueModulateY: int

textYVals: int[*]

noteYVals: int[*]

modulateYVals: int[*]

playButtonX: int

arrowX: int

scaleX: int

hideWidth: int

rainbowX: int

dichromaticX: int

trichromaticX: int

customX: int

buttonLabels: String[*]

buttons: IFButton[*]

buttonWrapper: Buttons

noteNameX1: int

noteNameX2: int

textFieldArray: ITextField[*]

noteTextFieldArray: ITextField[*]

modulateTextFieldArray: ITextField[*]

textFieldX: int

noteTextFieldX: int[*]

modulateTextFieldX: int

textFieldWidth: int

noteTextFieldWidth: int

modulateTextFieldWidth: int

rainbowColors: float[*,*,*]

majMinChrom: int

scaleLength: int

curKey: String

rootColor: int[*]

cp5: ControlP5

+main(args: String[*]): void

+settings(): void

+setup(): void

+draw(): void

-arrayContains(array: int[*], element: int): int

-arrayContains(array: String[*], element: String): int

-printArray(array: String[*]): void

-displaySidebar(): void

+getScale(key: String, majMinChrom: int): String[*]

-testGetScale(): void

-legend(): void

-dichromatic_OneRGB(rgbVals: int[*]): void

-dichromatic_OneHSB(hsbVals: float[*]): void

+dichromatic_TwoRGB(rgbVals1: float[*], rgbVals2: float[*]): void

+trichromatic_OneRGB(rgbVals: int[*]): void

-trichromatic_OneHSB(hsbVals: float[*]): void

+trichromatic_ThreeRGB(rgbVals1: float[*], rgbVals2: float[*], rgbVals3: float[*]): void

+rainbow(): void

-updateColors(colorStyle: char): void

+setCurKey(key: String, majMinChrom: int): void

+mousePressed(): void

+actionPerformed(e: GUIEvent): void

Module_01_01_PitchHueBackground_EMM

Module_01_02_PitchHueBackground_ModuleTemplate