UIController extends Application

-btnOctaveDown:Button
-btnOctaveUp:Button
-infNoteCheck:CheckBox
-sliderVolume:Slider
-sliderNoteLength:Slider
-aKey:Rectangle
-aSharpKey:Rectangle
-bKey:Rectangle
-cKey:Rectangle
-cSharpKey:Rectangle
-dKey:Rectangle
-dSharpKey:Rectangle
-eKey:Rectangle
-fKey:Rectangle
-fSharpKey:Rectangle
-gKey:Rectangle
-gSharpKey:Rectangle

+ initialize() : void
- recordingSwitch() : void
- initScore() : void
-updateScore(int note) : void
-addPlayedNoteToScore(int note) : void
-addKeyPresses() : void
+addKeytracking() : void
-keyClickHandler(Rectangle rect, int noteValue, double noteLength) : void
-addOctaves() : void
-changeOctaves(int octaveDiff) : void
-initSliderHandlers() : void
-changeNoteLength(double newNoteLength) : void
-changeVolumeLevel(double newValue)

KeyboardMain

+ main(String[] args) : void
+ start(Stage primaryStage) : void