



**Faculty of Electrical
Engineering and Computer
Science**

**Design Document
Cover Page**

**Winter of 2022
EECS 2311 – Section Z, Lab 01
Software Development Project**

**Design Document
Due Date: March 30th, 2022,**

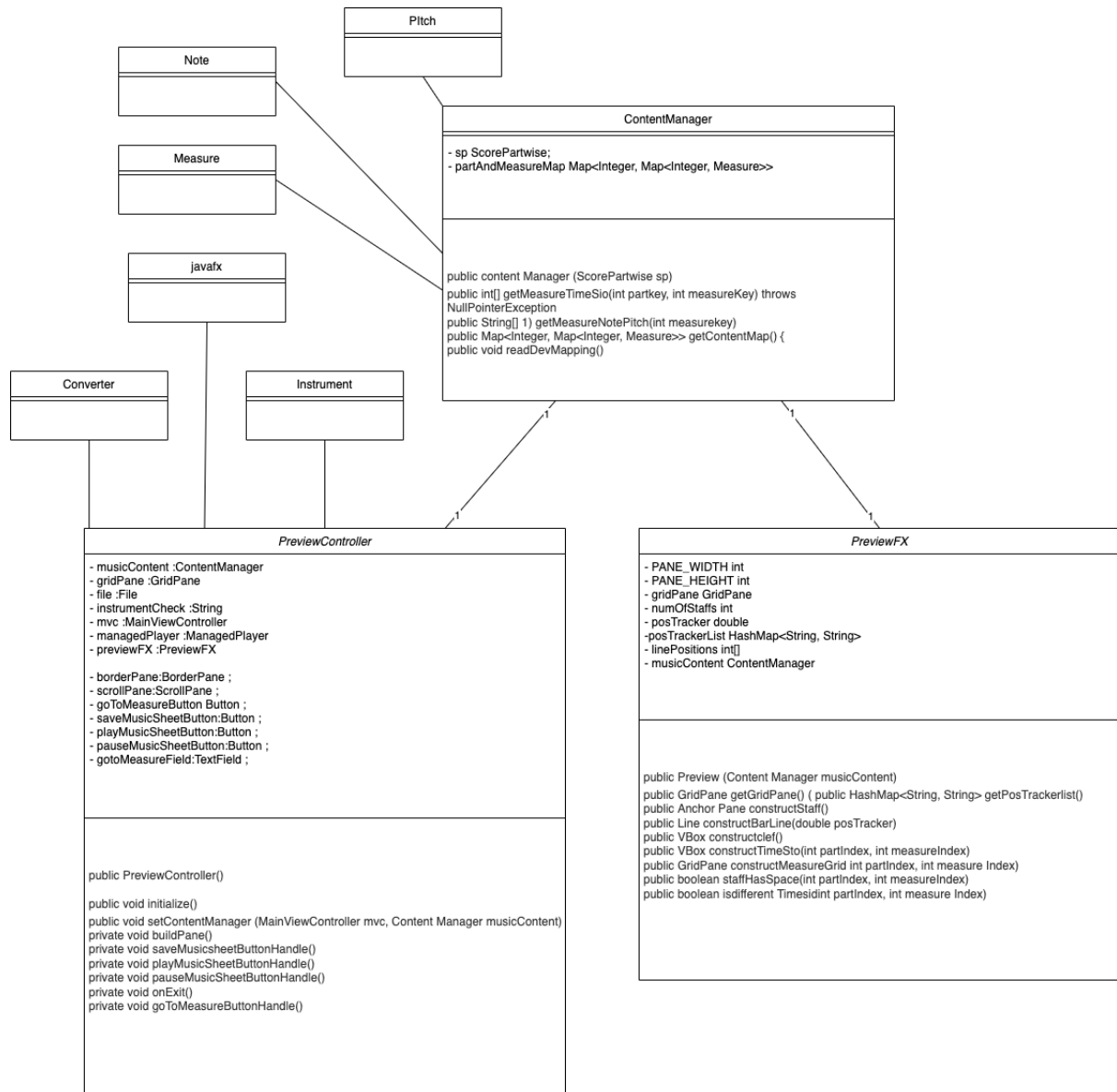
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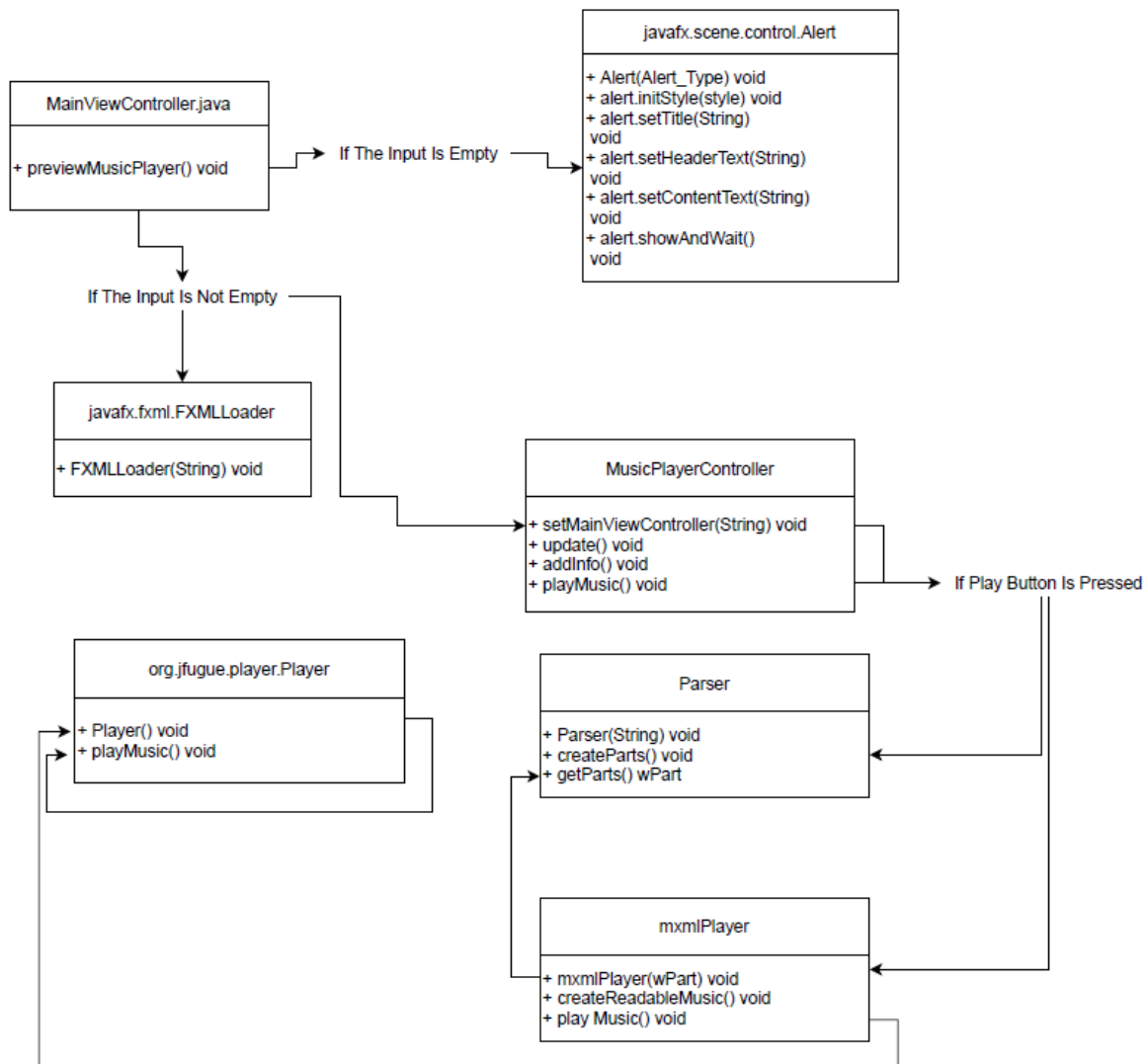
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1. Class Diagrams

1.1 High-level Class Diagram

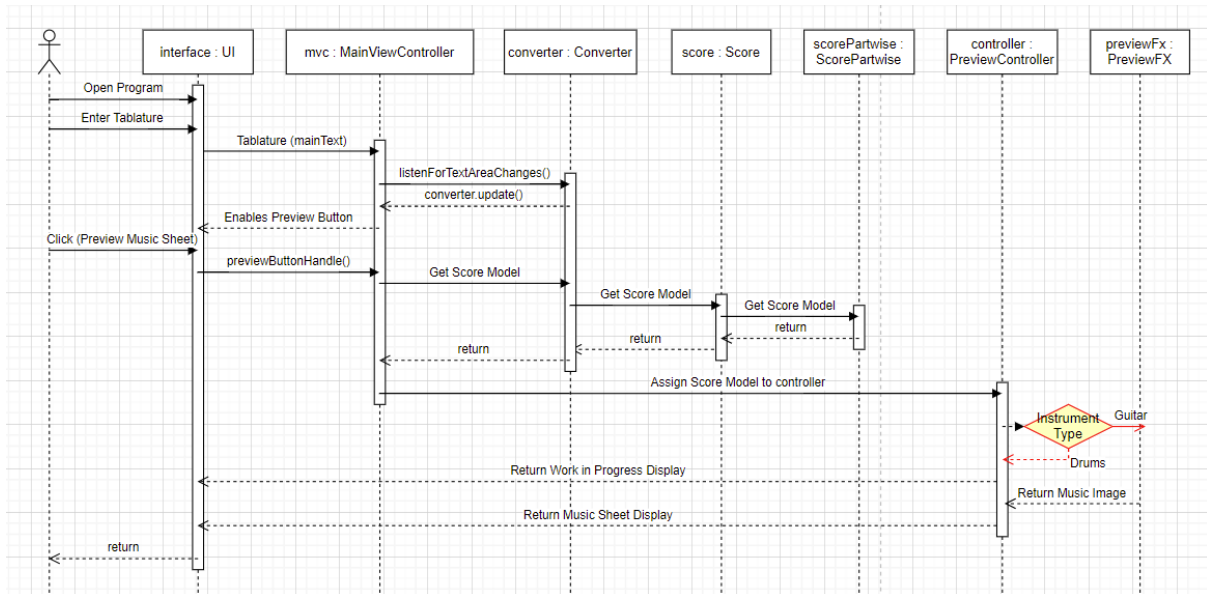


1.2 Music Player UI Class Diagram



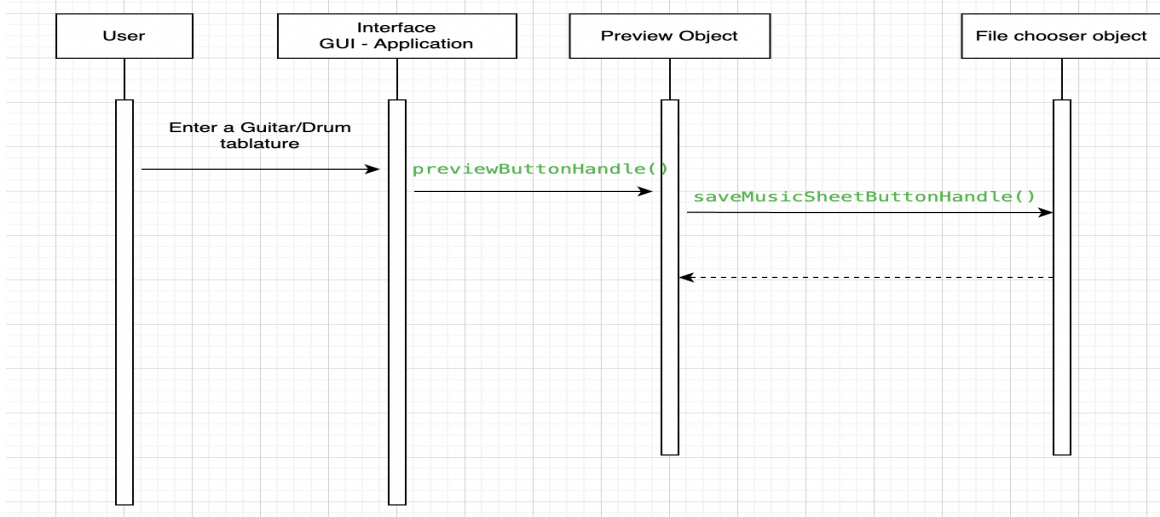
2. Sequence Diagrams

2.1 High-Level Sequence Diagram

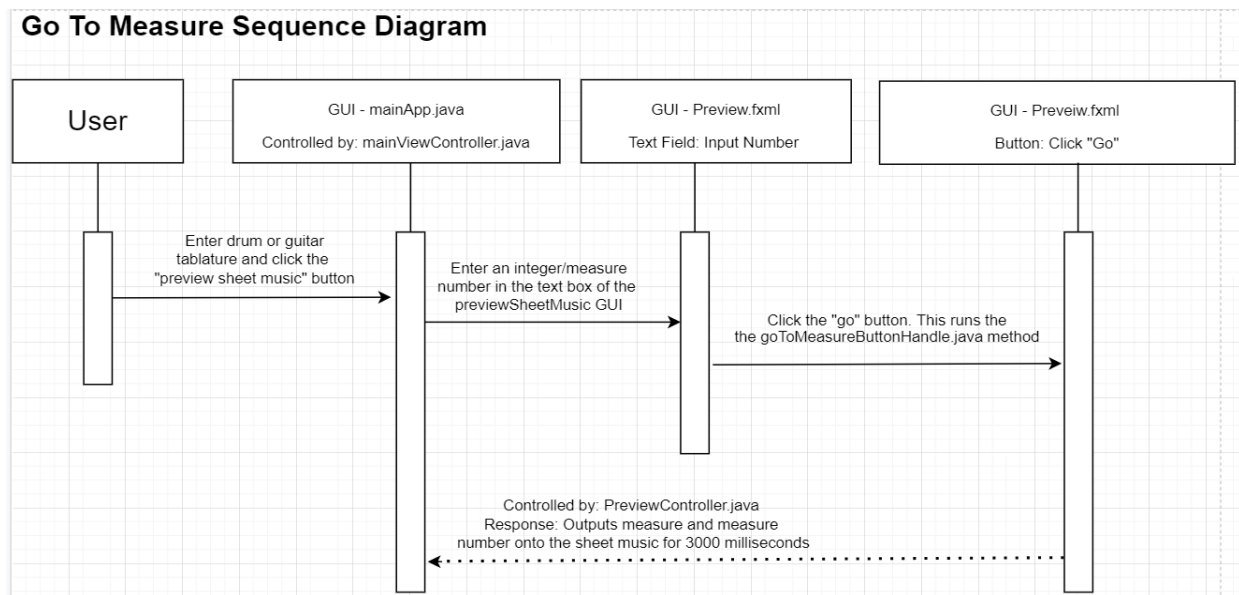


2.2 Save Sequence Diagram

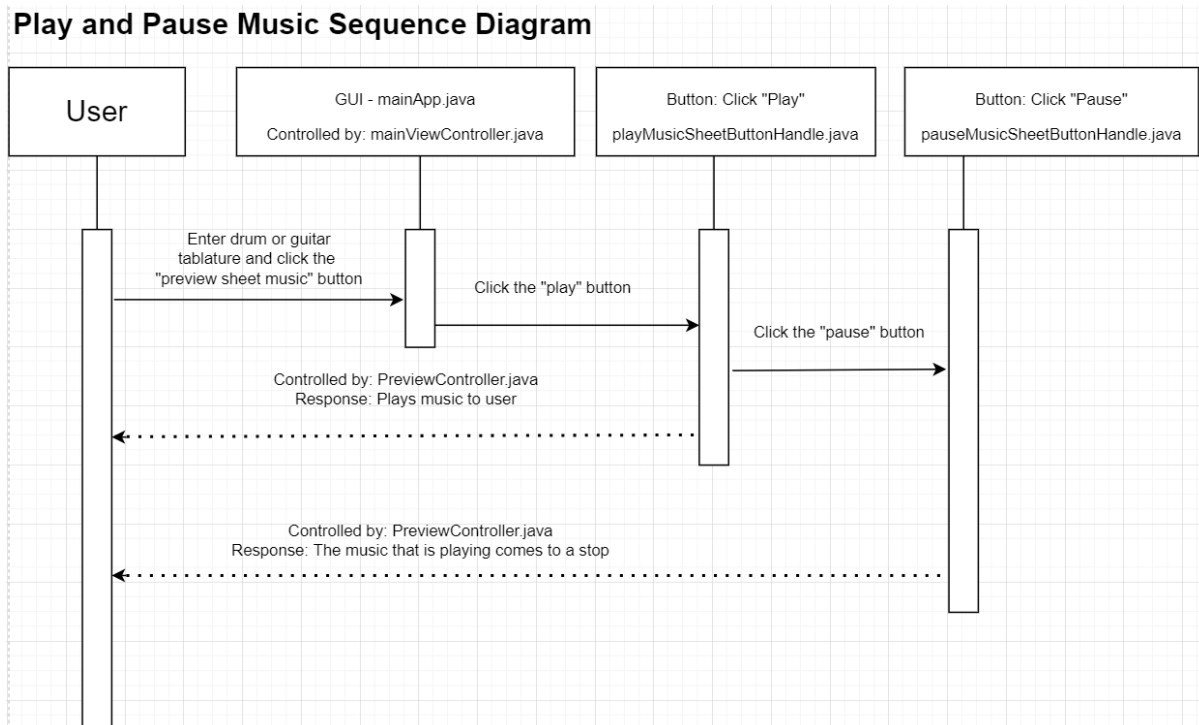
Save Sequence Diagram



2.3 Go To Measure Sequence Diagram



2.4 Play and Pause Sequence Diagram



3. Maintenance Scenario

3.1 Drums and Bass

As our current program is yet to fully support bass and drums we will release updated versions of our program as per the customer's request and groups progress. This updated version would include the playing and preview sheet music functionalities for these instruments development would occur in the parser and previewController methods/packages.

3.2 Types of Guitars

For future versions of our program we can implement sounds for different types of guitars. This would include classical, acoustic and electric guitars. This would be done with the help of JFugue and other libraries as we would simply need to change the setInstrument variable based on the user's input.

3.3 Sheet Music Note Tracker

Another feature is visualising the sheet music so that the user knows which notes and measures are being played. This would include highlighting the specific notes that the music player is currently playing. This method would be implemented in the GUI package inside the PreviewController.java class.