Summary of NodePlayer Class

- Prepare:

  - Transform

  - Initialise

  - Order Nodes

- Process:
  - Prepare for next block
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SimpleNodePlayer

```cpp
/**
    Simple player for a Node.
    This iterates all the nodes attempting to process them in a single thread.
*/
class SimpleNodePlayer
{
public:
    /** Creates a player to play a Node. */
    SimpleNodePlayer (std::unique_ptr<Node> nodeToPlay)
        : rootNode (std::move (nodeToPlay))
    {
        assert (rootNode);
    }

    /** Prepares the Node to be played. */
    void prepareToPlay (double sampleRateToUse, int blockSizeToUse)
    {
        orderedNodes = node_player_utils::prepareToPlay (rootNode.get(), nullptr, sampleRateToUse, blockSizeToUse);
    }

    /** Processes a block of audio and MIDI data. */
    void process (const Node::ProcessContext&);

private:
    std::unique_ptr<Node> rootNode;
    std::vector<Node*> orderedNodes;
};
```