

The MainWindow class was automatically created when I used a WISYWIG editor.

SelectDevices is another automatic class of the same type.

Event is a representation of a set of notes that can be played at a specific time from one keyboard

MidiInterface is merely a class that handles MIDI I/O. It gets devices and connects to them. It also runs 'play' which goes through a setlist.

MidiSelection is a class I made to easily send data between SelectDevices and MidiInterface.

InputReceiver is a class I am overriding. It receives MIDI notes in the send method.

MyReader is a class to read files.

Part is a representation of an input part. It keeps track of an instrument's location within a song.

OutputPart represents the events that will be sent out at specific times.

Song is a representation of a song. It contains information on a single song.

Setlist is a representation of multiple setlists. It allows for the easy reordering of songs.

ControlReceiver is, again, an overridden Receiver object. It listens to the specified control keyboard and sends data to PlayThread.

MyMessage is used for passing data between threads. The 'type' data is one of the types from the enumeration that is defined above this class.

Creating a TCPServer is a stretch goal. It will be used to send data to a device that is connected to it. The only data it will send are singular Java Bytes, which the phone will process and display a message based on the value.