

```
1: /*Copyright Sam Pickell 2017*/
2:
3: #ifndef GUITARSTRING_HPP
4: #define GUITARSTRING_HPP
5:
6: #include <SFML/Graphics.hpp>
7: #include <SFML/System.hpp>
8: #include <SFML/Window.hpp>
9: #include <SFML/Audio.hpp>
10: #include <vector>
11: #include "RingBuffer.hpp"
12:
13: class GuitarString {
14: public:
15:     GuitarString();
16:     explicit GuitarString(double frequency);
17:     explicit GuitarString(std::vector<sf::Int16> init);
18:     ~GuitarString();
19:     void pluck();
20:     void tic();
21:     sf::Int16 sample();
22:     int time();
23:
24: private:
25:     RingBuffer* data;
26:     int tic_tracker;
27: };
28: #endif
```