SOUND's Class Diagram

sound

C SoundPlayer

- muteEffects : boolean
- muteMusic : boolean

- initialize()
- isMuteEffects()
- isMuteMusic()
- loopEffect()
- playEffect()
- playMusic()
- removeMusic()
- setMuteEffects()
- setMuteMusic()
- stopAll()
- stopMusic()
- isPlaying()

library   *sf*

C SoundClip

- ais : AudioInputStream
- clip : Clip

- SoundClip()
- getAis()
- getClip()
- getName()
- setAis()
- setClip()
- setName()

C SoundFactory

- chooseSound()
- loopSound()
- playSound()
- stopSound()
- createStream()

name

E Sound

BLUE_PORTAL_SOUND
CREDIT
DEATH
EATEN_SOUND
EAT_FRUIT
EAT_GHOST
FRIGHT_SOUND
GAME_START
MUNCH_1
MUNCH_2
PAUSE_SOUND
RED_PORTAL_SOUND
SIREN_1
SIREN_2
SIREN_3
SIREN_4
SIREN_5
STARTUP