

# Instrument (II)

## Description

Create a program that can handle a diversity of instruments. Base your code on the previous assignment (Instrument I).

Make a class Instrument that contains all **generic** properties: what all instruments have in common, like e.g. a makeSound() method or a pitch range.

For different types of instrument, create a subclass of Instrument. What would be a useful classification? String instruments, key instruments, percussion or something else?

Create instrument objects for each instrument type, so we have e.g three trumpets, two guitars and a piano, then let all instruments 'play together' by calling their playSound functions. They should print a text saying the type and name of the instrument, a descriptive sound and the pitch range.

## Extra

Create a playNote function which calls playSound, but only when the given note is in the pitch range, otherwise tell the user that the note is out of range.