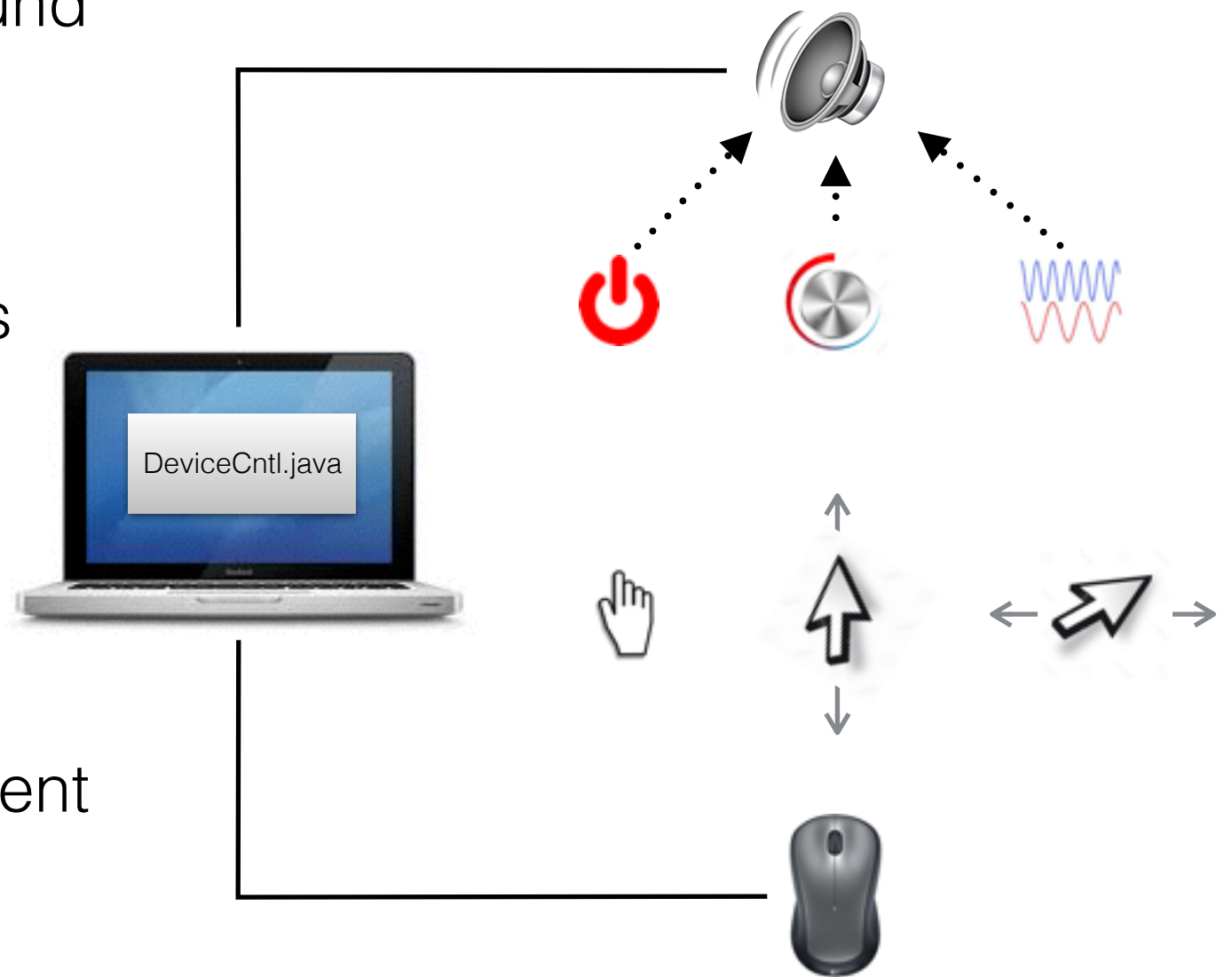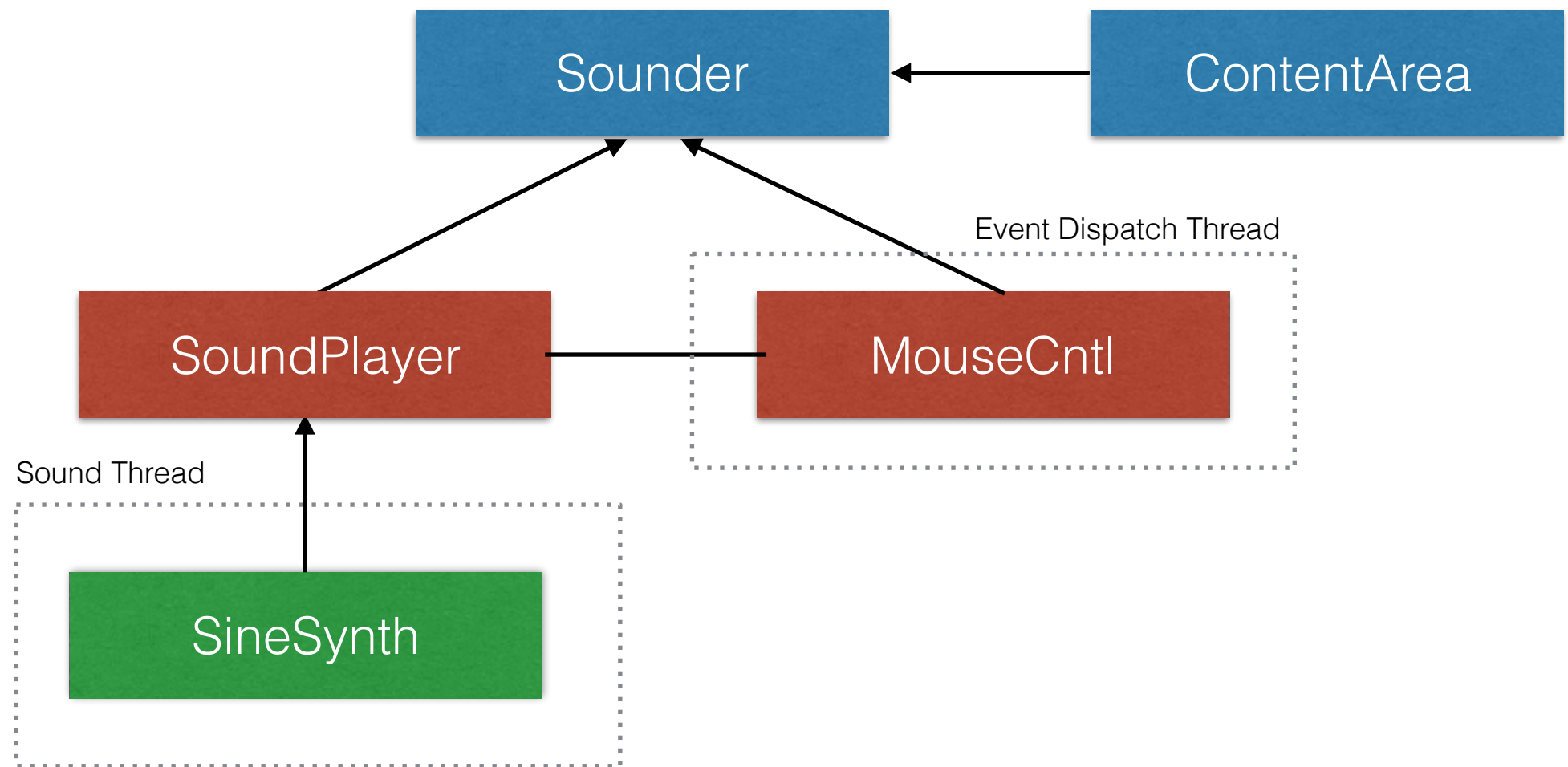# Sounder Design

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User Interface Overview

- Plays a sine wave synth sound

- User controls:

  - Right mouse click toggles sound

  - Vertical mouse scroll changes volume

  - Horizontal mouse movement changes pitch

DeviceCntl.java

Class Diagram

- SoundPlayer is responsible for processing events detected by MouseCntl. It holds the state variables such as volume, frequency, and whether the sound is on or off.
- SoundPlayer is created by Sounder which passes it to MouseCntl when it is instantiated.
- SineSynth acts as a facade to the lower-level audio system.