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Note

accidental : Accidentalduration : double

octave : intpitch : Pitchrepeat : boolean

+ Note (duration : double, note : Pitch,

octave : int, accidental : Accidental,

repeat : boolean)

+ Note (duration : double, note : Pitch,

repeat : boolean) + getDuration () : double

+ setDuration (duration : double)

+ isRepeat (): boolean

+ play ()

+ toString (): String

Melody

+ repeat : int

- notes : Queue<Note>

- length : double

- size : int

+ Melody()

+ input (in : Scanner)

+ output (out : PrintStream)

+ getLength() : double

+ changeTempo (tempo : double)

+ reverse ()

+ append (other : Melody)

+ play ()

+ play (time : double)

- play (noteQueue : Queue<Note>,

repeat : int)

- play (noteQueue : Queue<Note>)