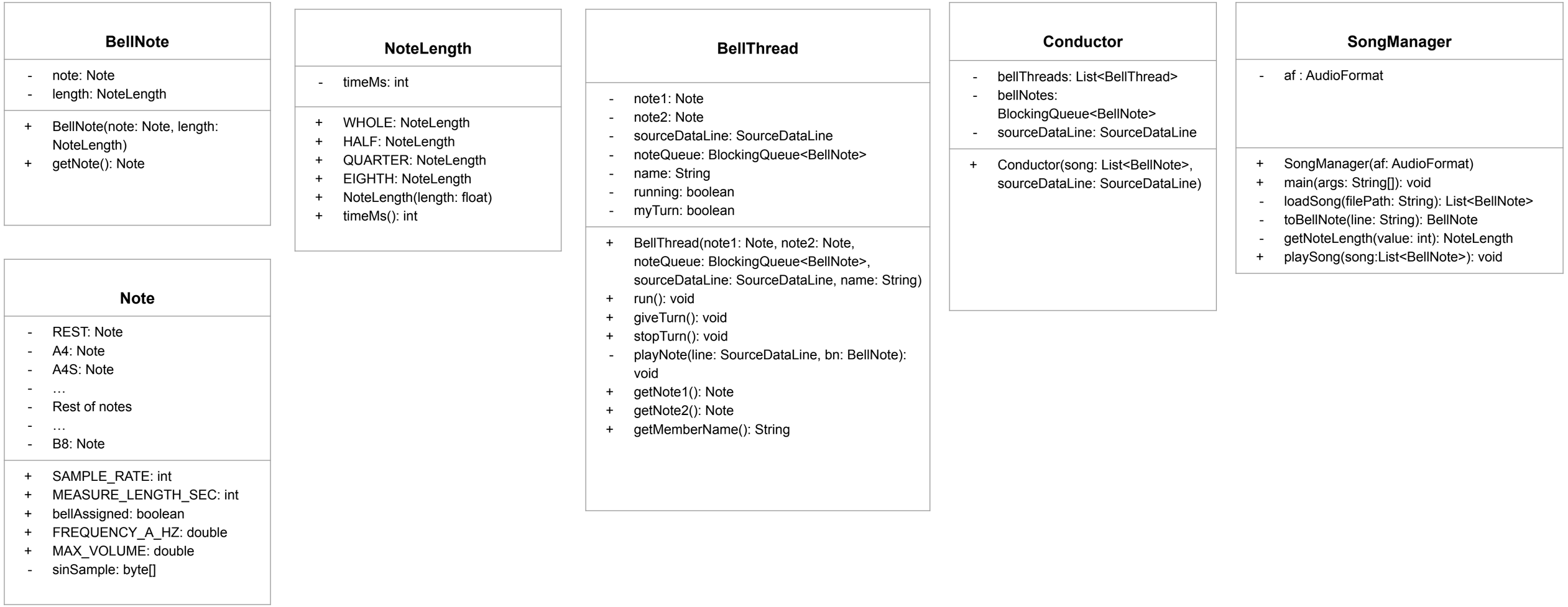
BellNote
- note: Note
- length: NoteLength
+ BellNote(note: Note, length: NoteLength)
+ getNote(): Note
NoteLength
- timeMs: int
+ WHOLE: NoteLength
+ HALF: NoteLength
+ QUARTER: NoteLength
+ EIGHTH: NoteLength
+ NoteLength(length: float)
+ timeMs(): int
BellThread
- note1: Note
- note2: Note
- sourceDataLine: SourceDataLine
- noteQueue: BlockingQueue<BellNote>
- name: String
- running: boolean
- myTurn: boolean
+ BellThread(note1: Note, note2: Note, noteQueue: BlockingQueue<BellNote>, sourceDataLine: SourceDataLine, name: String)
+ run(): void
+ giveTurn(): void
+ stopTurn(): void
- playNote(line: SourceDataLine, bn: BellNote): void
+ getNote1(): Note
+ getNote2(): Note
+ getMemberName(): String
Conductor
- bellThreads: List<BellThread>
- bellNotes: BlockingQueue<BellNote>
- sourceDataLine: SourceDataLine
+ Conductor(song: List<BellNote>, sourceDataLine: SourceDataLine)
SongManager
- af : AudioFormat
+ SongManager(af: AudioFormat)
+ main(args: String[]): void
- loadSong(filePath: String): List<BellNote>
- toBellNote(line: String): BellNote
- getNoteLength(value: int): NoteLength
+ playSong(song:List<BellNote>): void
Note
- REST: Note
- A4: Note
- A4S: Note
- …
- Rest of notes
- …
- B8: Note
+ SAMPLE_RATE: int
+ MEASURE_LENGTH_SEC: int
+ bellAssigned: boolean
+ FREQUENCY_A_HZ: double
+ MAX_VOLUME: double
- sinSample: byte[]