void One() {	void ten() {	<pre>void twenty() {</pre>	void twentySeven() {	playRest(QUARTER);	<pre>playNote(E5_note, EIGHTH, 2);</pre>
<pre>playNote(C4_note, THIRTY_SECOND, 1); playNote(E4_note, EIGHTH, 2);</pre>	playNote(B4_note, SIXTEENTH, 3);	playNote(E4_note, SIXTEENTH, 1);	playNote(E4_note, SIXTEENTH, 1);	playRest(QUARTER);	playNote(F5_note, SIXTEENTH, 3);
playRest(DOTTED SIXTEENTH);	playNote(G4_note, SIXTEENTH, 1);	playNote(Fs4_note, SIXTEENTH, 2);	playNote(Fs4_note, SIXTEENTH, 2);	playRest(QUARTER);	<pre>playNote(E5_note, SIXTEENTH, 2);</pre>
playNote(C4 note, THIRTY SECOND, 1);	}	<pre>playNote(E4_note, SIXTEENTH, 1); playNote(Fs4 note, SIXTEENTH, 2);</pre>	<pre>playNote(E4_note, SIXTEENTH, 1); playNote(Fs4 note, SIXTEENTH, 2);</pre>	<pre>playNote(Bb4_note, QUARTER, 4); playNote(G5_note, DOTTED_HALF, 5);</pre>	}
playNote(E4_note, EIGHTH, 2);	void eleven() {	playNote(G3 note, DOTTED EIGHTH, 7);	playNote(G4 note, EIGHTH, 3);	playNote(A5_note, EIGHTH, 6);	void fortyFour() {
<pre>playRest(DOTTED_SIXTEENTH);</pre>	playNote(F4_note, SIXTEENTH, 1);	playNote(E4_note, SIXTEENTH, 1);	playNote(E4_note, SIXTEENTH, 1);	<pre>playNote(G5_note, QUARTER, 5);</pre>	playNote(F5_note, EIGHTH, 3);
playNote(C4_note, THIRTY_SECOND, 1);	<pre>playNote(G4_note, SIXTEENTH, 2);</pre>	<pre>playNote(Fs4_note, SIXTEENTH, 2);</pre>	<pre>playNote(G4_note, SIXTEENTH, 3);</pre>	playNote(B5_note, EIGHTH, 7);	playNote(E5_note, QUARTER, 2);
<pre>playNote(E4_note, EIGHTH, 2); playRest(DOTTED_SIXTEENTH);</pre>	<pre>playNote(B4_note, SIXTEENTH, 3); playNote(G4_note, SIXTEENTH, 2);</pre>	<pre>playNote(E4_note, SIXTEENTH, 1); playNote(Fs4_note, SIXTEENTH, 2);</pre>	<pre>playNote(Fs4_note, SIXTEENTH, 2); playNote(E4_note, SIXTEENTH, 1);</pre>	<pre>playNote(A5_note, DOTTED_QUARTER, 6); playNote(G5_note, EIGHTH, 5);</pre>	<pre>playNote(E5_note, EIGHTH, 2); playNote(C5_note, QUARTER, 1);</pre>
)	playNote(B4_note, SIXTEENTH, 2); playNote(B4_note, SIXTEENTH, 3);	playNote(FS4_note, SIXTEENTH, 1);	playNote(Fs4_note, SIXTEENTH, 1); playNote(Fs4_note, SIXTEENTH, 2);	playNote(G5_note, DOTTED_HALF, 4);	praynote(CS_NOTE, QUARTER, 1);
,	playNote(G4_note, SIXTEENTH, 2);	}	playNote(E4_note, SIXTEENTH, 1);	playNote(G5_note, EIGHTH, 5);	<i>s</i>
void Two() {	}	,	}	playNote(Fs5_note, DOTTED_HALF, 4);	void fortyFive() {
<pre>playNote(C4_note, THIRTY_SECOND, 1);</pre>		<pre>void twentyOne() {</pre>		playRest(EIGHTH);	<pre>playNote(D5_note, QUARTER, 3);</pre>
<pre>playNote(E4_note, DOTTED_SIXTEENTH, 2); playNote(F4_note, EIGHTH, 3);</pre>	<pre>void twelve() { playNote(F4 note, EIGHTH, 1);</pre>	playNote(Fs4_note, DOTTED_HALF, 7);	<pre>void twentyEight() { playNote(E4 note, SIXTEENTH, 1);</pre>	playRest(QUARTER);	<pre>playNote(D5_note, QUARTER, 3); playNote(G4 note, QUARTER, 1);</pre>
playNote(F4_Note, EIGHTH, 3); playNote(E4 note, EIGHTH, 2);	playNote(G4 note, EIGHTH, 1); playNote(G4 note, EIGHTH, 2);	}	playNote(E4_note, SIXTEENTH, 1); playNote(Fs4_note, SIXTEENTH, 2);	<pre>playRest(QUARTER); playRest(EIGHTH);</pre>	playNote(G4_note, QUARIER, 1);
playRest(EIGHTH);	playNote(64_note, ElGnin, 2); playNote(B4_note, WHOLE, 4);	<pre>void twentyTwo() {</pre>	playNote(E4_note, SIXTEENTH, 2);	playNote(E5_note, HALF, 4);	1
}	playNote(C5_note, QUARTER, 3);	playNote(E4_note, DOTTED_QUARTER, 1);	playNote(Fs4_note, SIXTEENTH, 2);	playRest(EIGHTH);	void fortySix() {
	}	<pre>playNote(E4_note, DOTTED_QUARTER, 1);</pre>	<pre>playNote(E4_note, DOTTED_EIGHTH, 1);</pre>	playNote(F5_note, DOTTED_HALF, 7);	playNote(G4_note, SIXTEENTH, 1);
<pre>void Three() { playRest(EIGHTH);</pre>		playNote(E4_note, DOTTED_QUARTER, 1);	playNote(E4_note, SIXTEENTH, 1);	}	playNote(D5_note, SIXTEENTH, 2);
playNote(E4_note, EIGHTH, 2);	void thirteen() {	<pre>playNote(E4_note, DOTTED_QUARTER, 1); playNote(E4_note, DOTTED_QUARTER, 1);</pre>	,	void thirtySix() {	playNote(E5_note, SIXTEENTH, 3);
playNote(F4 note, EIGHTH, 3);	<pre>playNote(B4_note, SIXTEENTH, 3); playNote(G4_note, DOTTED_EIGHTH, 2);</pre>	playNote(E4_note, DUTTED_QUARTER, 1); playNote(Fs4_note, DOTTED_QUARTER, 2);	<pre>void twentyNine() {</pre>	playNote(F4_note, SIXTEENTH, 1);	<pre>playNote(D5_note, SIXTEENTH, 2); playRest(EIGHTH);</pre>
playNote(E4_note, EIGHTH, 1);	playNote(G4_note, SIXTEENTH, 2);	playNote(G4_note, DOTTED_QUARTER, 3);	playNote(E4_note, DOTTED_HALF, 1);	playNote(G4_note, SIXTEENTH, 2);	playNote(G4_note, EIGHTH, 1);
}	playNote(F4_note, SIXTEENTH, 1);	<pre>playNote(A4_note, DOTTED_QUARTER, 4);</pre>	playNote(G4_note, DOTTED_HALF, 2);	playNote(B4_note, SIXTEENTH, 3);	playRest(EIGHTH);
und Faund) (playNote(G4_note, EIGHTH, 2);	playNote(B4_note, EIGHTH, 5);	playNote(C5_note, DOTTED_HALF, 3);	playNote(G4_note, SIXTEENTH, 2);	playNote(G4_note, EIGHTH, 1);
<pre>void Four() { playRest(EIGHTH);</pre>	playRest(DOTTED_EIGHTH);	3	3	playNote(B4_note, SIXTEENTH, 3);	playRest(EIGHTH);
playNote(E4_note, EIGHTH, 1);	<pre>playNote(G4_note, DOTTED_HALF, 2); playRest(SIXTEENTH);</pre>	<pre>void twentyThree() {</pre>	void thirty() {	<pre>playNote(G4_note, SIXTEENTH, 2); }</pre>	<pre>playNote(G4_note, EIGHTH, 1); playNote(G4_note, SIXTEENTH, 1);</pre>
playNote(F4_note, EIGHTH, 2);	}	playNote(E4 note, EIGHTH, 1);	playNote(C5_note, DOTTED_WHOLE, 7);	j	playNote(D5 note, SIXTEENTH, 2);
playNote(G4_note, EIGHTH, 3);	,	<pre>playNote(Fs4_note, DOTTED_QUARTER, 2);</pre>	}	void thirtySeven() {	playNote(E5_note, SIXTEENTH, 3);
}	void fourteen() {	<pre>playNote(Fs4_note, DOTTED_QUARTER, 2);</pre>		<pre>playNote(F4_note, SIXTEENTH, 1);</pre>	playNote(D5_note, SIXTEENTH, 2);
void Five() {	<pre>playNote(C5_note, WHOLE, 7); playNote(B4_note, WHOLE, 6);</pre>	<pre>playNote(Fs4_note, DOTTED_QUARTER, 2); playNote(Fs4_note, DOTTED_QUARTER, 2);</pre>	<pre>void thirtyOne() { playNote(G4_note, SIXTEENTH, 2);</pre>	playNote(G4_note, SIXTEENTH, 2);	}
playNote(E4_note, EIGHTH, 1);	playNote(G4_note, WHOLE, 5);	playNote(Fs4_note, DOTTED_QUARTER, 2);	playNote(64_note, SIXTEENTH, 2); playNote(F4_note, SIXTEENTH, 1);	3	void fortySeven() {
playNote(F4_note, EIGHTH, 2);	playNote(Fs4_note, WHOLE, 4);	playNote(G4_note, DOTTED_QUARTER, 2);	playNote(G4_note, SIXTEENTH, 2);	void thirtyEight() {	playNote(D5_note, SIXTEENTH, 2);
<pre>playNote(G4_note, EIGHTH, 3);</pre>	}	playNote(A4_note, DOTTED_QUARTER, 4);	playNote(B4_note, SIXTEENTH, 3);	playNote(F4_note, SIXTEENTH, 1);	playNote(E5_note, SIXTEENTH, 3);
playRest(EIGHTH);		<pre>playNote(B4_note, QUARTER, 5);</pre>	<pre>playNote(G4_note, SIXTEENTH, 2);</pre>	<pre>playNote(G4_note, SIXTEENTH, 2);</pre>	playNote(D5_note, EIGHTH, 2);
}	<pre>void fifteen() { playNote(G4 note, SIXTEENTH, 1);</pre>	}	playNote(B4_note, SIXTEENTH, 3);	<pre>playNote(B4_note, SIXTEENTH, 3);</pre>	}
void Six() {	playRest(DOTTED_EIGHTH);	void twentyFour() {	1	I .	void fortyEight() {
playNote(C5_note, WHOLE, 7);	playRest(DUTTED_EIGHTH); playRest(QUARTER);	playNote(E4 note, EIGHTH, 1);	void thirtyTwo() {	void thirtyNine() {	playNote(G4 note, DOTTED WHOLE, 5);
playNote(C5_note, WHOLE, 7);	playRest(QUARTER);	playNote(Fs4_note, EIGHTH, 2);	playNote(F4_note, SIXTEENTH, 1);	playNote(B4_note, SIXTEENTH, 3);	playNote(G4_note, WHOLE, 5);
}	playRest(QUARTER);	<pre>playNote(G4_note, DOTTED_QUARTER, 3);</pre>	<pre>playNote(G4_note, SIXTEENTH, 2);</pre>	<pre>playNote(G4_note, SIXTEENTH, 2);</pre>	playNote(F4_note, WHOLE, 4);
void Seven() {	}	playNote(G4_note, DOTTED_QUARTER, 3);	playNote(F4_note, SIXTEENTH, 1);	playNote(F4_note, SIXTEENTH, 1);	playNote(F4_note, QUARTER, 4);
		playNote(G4_note, DOTTED_QUARTER, 3);	playNote(G4_note, SIXTEENTH, 2);	playNote(G4_note, SIXTEENTH, 2);	}
<pre>playRest(QUARTER); playRest(QUARTER);</pre>	<pre>void sixteen() { playNote(G4_note, SIXTEENTH, 1);</pre>	<pre>playNote(G4_note, DOTTED_QUARTER, 3); playNote(G4_note, DOTTED_QUARTER, 3);</pre>	<pre>playNote(B4_note, SIXTEENTH, 3); playNote(F4 note, DOTTED HALF, 1);</pre>	<pre>playNote(B4_note, SIXTEENTH, 3); playNote(C5_note, SIXTEENTH, 4);</pre>	void fortyNine() {
playRest(QUARTER);	playNote(B4_note, SIXTEENTH, 2);	playNote(A4_note, DOTTED_QUARTER, 4);	playRest(SIXTEENTH);	}	playNote(F4_note, SIXTEENTH, 1);
playRest(EIGHTH);	<pre>playNote(C5_note, SIXTEENTH, 3);</pre>	playNote(B4_note, EIGHTH, 5);	playNote(G4_note, DOTTED_QUARTER, 2);		playNote(G4_note, SIXTEENTH, 2);
playNote(C4_note, SIXTEENTH, 1);	playNote(B4_note, SIXTEENTH, 2);	}	}	void forty() {	playNote(Bb4_note, SIXTEENTH, 3);
<pre>playNote(C4_note, SIXTEENTH, 2); playNote(C4_note, EIGHTH, 3);</pre>	,	unid humbuSiva() (unid thintuThuna() (playNote(B4_note, SIXTEENTH, 3);	<pre>playNote(G4_note, SIXTEENTH, 2); playNote(Bb4 note, SIXTEENTH, 3);</pre>
playNote(C4_note, EIGHIH, 3); playRest(EIGHTH);	void seventeen() {	<pre>void twentyFive() { playNote(E4_note, EIGHTH, 1);</pre>	<pre>void thirtyThree() { playNote(G4 note, SIXTEENTH, 2);</pre>	<pre>playNote(F4_note, SIXTEENTH, 1); }</pre>	playNote(Bb4_note, SIXTEENTH, 3); playNote(G4_note, SIXTEENTH, 2);
playRest(QUARTER);	playNote(B4_note, SIXTEENTH, 2);	playNote(Es4_note, EIGHTH, 1);	playNote(G4_note, SIXTEENTH, 1);	<u></u>	}
<pre>playRest(QUARTER);</pre>	<pre>playNote(C5_note, SIXTEENTH, 3);</pre>	playNote(G4_note, EIGHTH, 3);	playRest(EIGHTH);	void fortyOne() {	
playRest(QUARTER);	playNote(B4_note, SIXTEENTH, 2);	playNote(A4_note, DOTTED_QUARTER, 4);	}	playNote(B4_note, SIXTEENTH, 3);	void fifty() {
<pre>playRest(QUARTER); }</pre>	<pre>playNote(C5_note, SIXTEENTH, 3); playNote(B4_note, SIXTEENTH, 2);</pre>	<pre>playNote(A4_note, DOTTED_QUARTER, 4); playNote(A4_note, DOTTED_QUARTER, 4);</pre>	void thirtyFour() {	playNote(G4_note, SIXTEENTH, 2);	<pre>playNote(F4_note, SIXTEENTH, 1); playNote(G4_note, SIXTEENTH, 2);</pre>
,	playRest(SIXTEENTH);	playNote(A4_Note, DOTTED_QUARTER, 4);	playNote(G4 note, SIXTEENTH, 2);	,	}
void Eight() {	}	playNote(A4_note, DOTTED_QUARTER, 4);	playNote(G4_note, SIXTEENTH, 1);		
<pre>void Eight() { playNote(G4_note, DOTTED_WHOLE, 2);</pre>		playNote(B4_note, DOTTED_QUARTER, 5);)	<pre>void fortyTwo() {</pre>	<pre>void fiftyOne() {</pre>
playNote(F4_note, WHOLE, 1);	void eighteen() {	}	and the state of the Control of	playNote(C5_note, WHOLE, 3);	playNote(F4_note, SIXTEENTH, 1);
playNote(F4_note, WHOLE, 1);	<pre>playNote(E4_note, SIXTEENTH, 1); playNote(Fs4_note, SIXTEENTH, 2);</pre>	void twentySix() {	<pre>void thirtyFive() { playNote(F4_note, SIXTEENTH, 1);</pre>	<pre>playNote(B4_note, WHOLE, 2); playNote(A4_note, WHOLE, 1);</pre>	<pre>playNote(G4_note, SIXTEENTH, 2); playNote(Bb4_note, SIXTEENTH, 3);</pre>
	playNote(FS4_note, SIXTEENTH, 2); playNote(E4 note, SIXTEENTH, 1);	playNote(E4_note, EIGHTH, 1);	playNote(G4 note, SIXTEENTH, 1); playNote(G4 note, SIXTEENTH, 2);	playNote(A4_note, WHOLE, 1); playNote(C5_note, WHOLE, 3);)
void Nine() {	playNote(E4_Note, SIXTEENTH, 1); playNote(Fs4 note, SIXTEENTH, 2);	playNote(E4_Note, EIGHTH, 1); playNote(Fs4 note, EIGHTH, 2);	playNote(84_note, SIXTEENTH, 2);	}	,
<pre>playNote(B4_note, SIXTEENTH, 3);</pre>	<pre>playNote(E4_note, DOTTED_EIGHTH, 1);</pre>	playNote(G4_note, EIGHTH, 3);	playNote(G4_note, SIXTEENTH, 2);		void fiftyTwo() {
<pre>playNote(G4_note, SIXTEENTH, 1);</pre>	playNote(E4_note, SIXTEENTH, 1);	playNote(A4_note, EIGHTH, 4);	playNote(B4_note, SIXTEENTH, 3);	<pre>void fortyThree() {</pre>	playNote(G4_note, SIXTEENTH, 2);
<pre>playRest(EIGHTH); playRest(QUARTER);</pre>	}	<pre>playNote(B4_note, DOTTED_QUARTER, 5); playNote(B4_note, DOTTED_QUARTER, 5);</pre>	<pre>playNote(64_note, SIXTEENTH, 2); playNote(B4_note, SIXTEENTH, 3);</pre>	<pre>playNote(F5_note, SIXTEENTH, 3); playNote(E5_note, SIXTEENTH, 2);</pre>	<pre>playNote(Bb4_note, SIXTEENTH, 3);</pre>
playRest(QUARTER); playRest(QUARTER);	void nineteen() {	playNote(B4 note, DOTTED QUARTER, 5); playNote(B4 note, DOTTED QUARTER, 5);	playNote(G4 note, SIXTEENTH, 3); playNote(G4 note, SIXTEENTH, 2);	playNote(E5_note, SIXTEENTH, 2); playNote(F5 note, SIXTEENTH, 3);	,
playRest(QUARTER);	playRest(DOTTED_QUARTER);	playNote(B4_note, DUTTED_QUARTER, 5); playNote(B4_note, DOTTED_QUARTER, 5);	playNote(G4_note, SIXTEENTH, 2); playNote(B4 note, SIXTEENTH, 3);	playNote(F5_note, SIXTEENTH, 3); playNote(E5 note, SIXTEENTH, 2);	void fiftyThree() {
}	playNote(G5_note, DOTTED_QUARTER, 7);	playNote(B4_note, DOTTED_QUARTER, 5);	playNote(G4_note, SIXTEENTH, 2);	playNote(E5_note, EIGHTH, 2);	playNote(Bb4_note, SIXTEENTH, 3);
)	}	playRest(EIGHTH);	playNote(E5_note, EIGHTH, 2);	playNote(G4_note, SIXTEENTH, 2);
					1