

Color

- HSVmin: Scalar
- HSVmax: Scalar

+ Color(string name): Color
+ getHSVmin(): Scalar
+ getHSVmax(): Scalar
+ setHSVmin(Scalar min): void
+ setHSVmax(Scalar max): void

Sound

- number: int
- tone: int

+ Sound(int number, int tone):
Sound
+ getNumber(): int
+ getTone(): int
+ setNumber(int number): void
+ setTone(int tone): void

CreateSound

- freq: int
- delay: int

+ CreateSound(int freq, int delay):
CreateSound
+ getFreq(): int
+ getDelay(): int
+ setFreq(int freq): void
+ setDelay(int delay) void