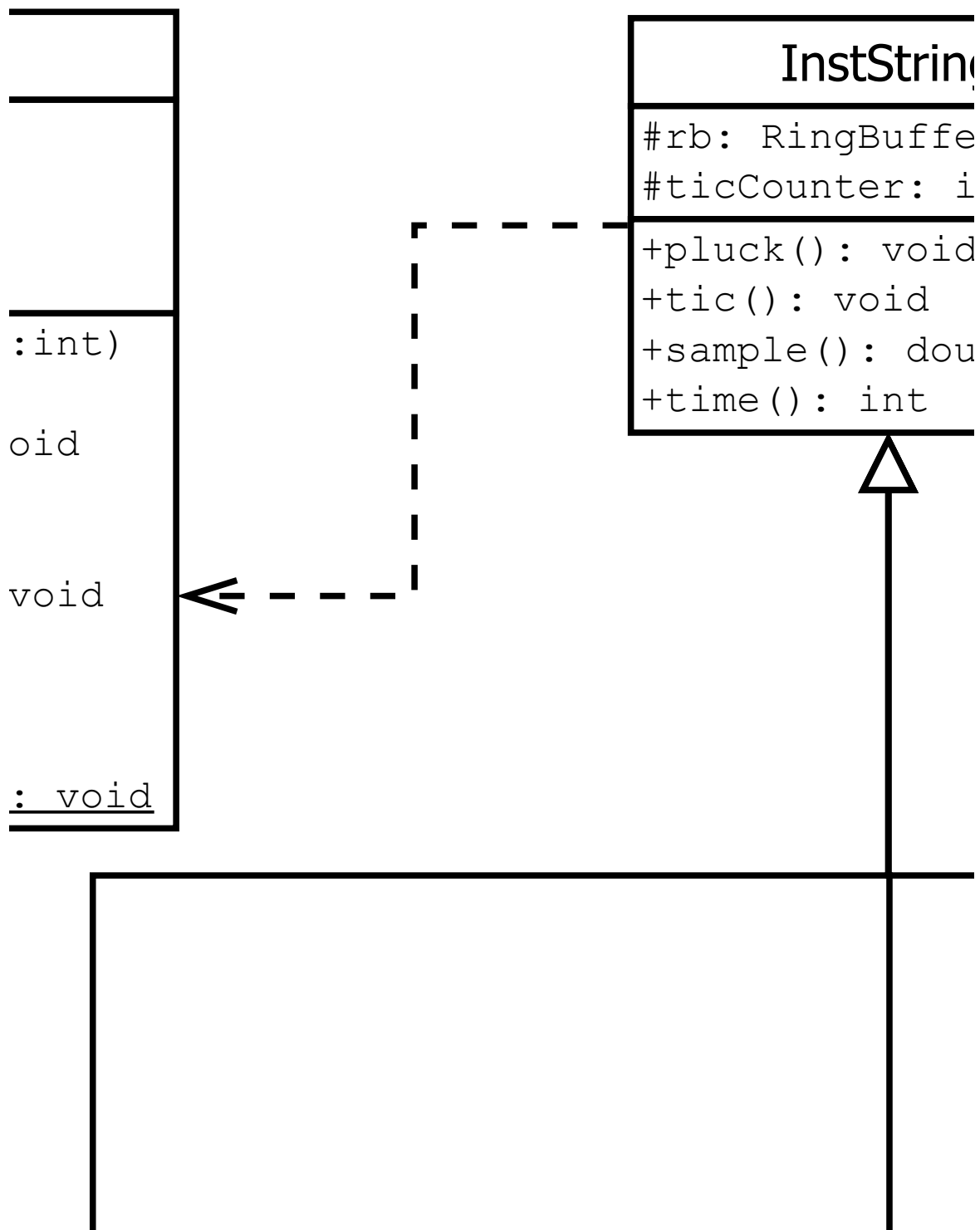


## RingBuffer

```
-first: int
-last: int
-size: int
+buffer: double[]

+RingBuffer(capacity
+getSize(): int
+setSize(num:int): v
+isEmpty(): boolean
+isFull(): boolean
+enqueue(x:double):
+dequeue(): double
+peek(): double
+debug(): void
+main(args:String[])
```



g
er nt = 0
l
ble





## Drum

```
#rb: RingBuffer
#ticCounter
-SAMPLERATE
```

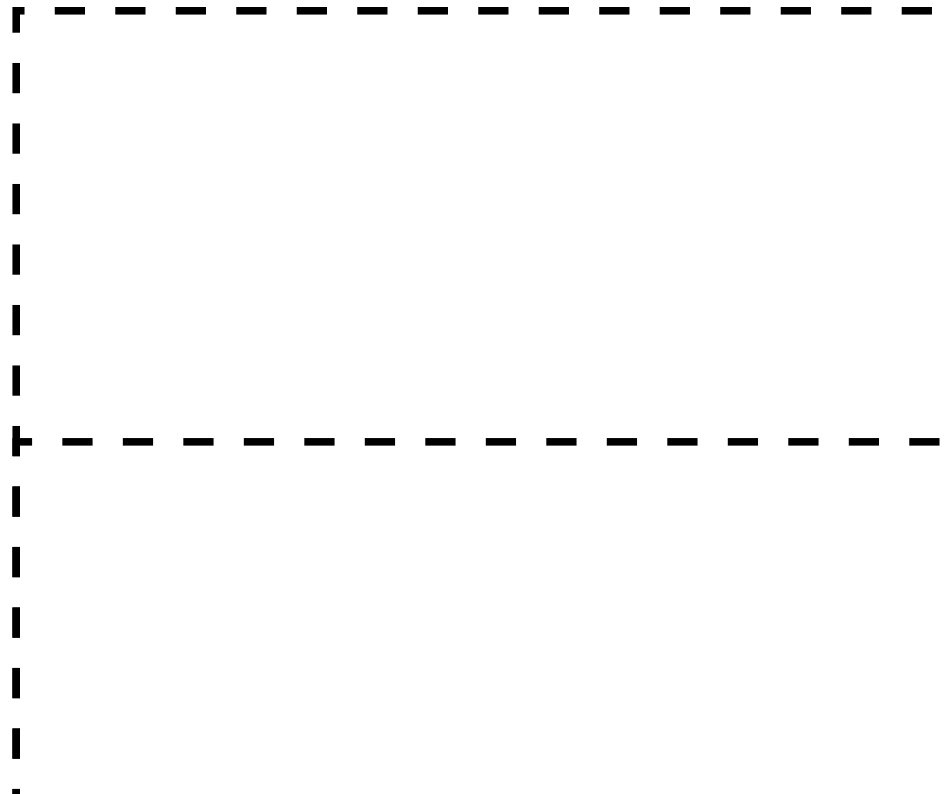
```
+DrumString
+DrumString
+pluck(): voice
+tic(): voice
```

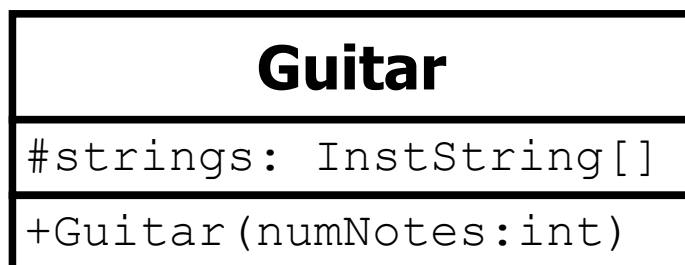
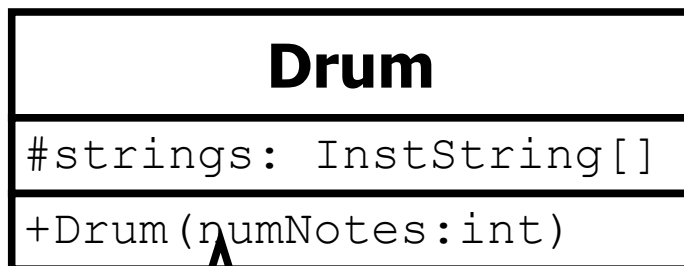
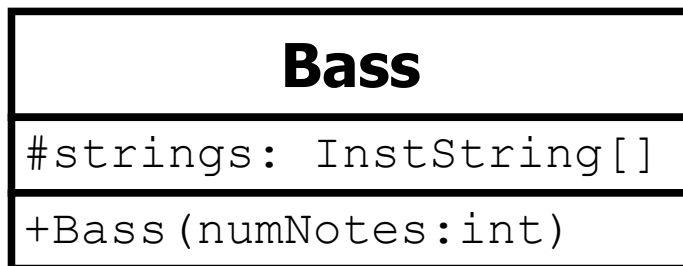
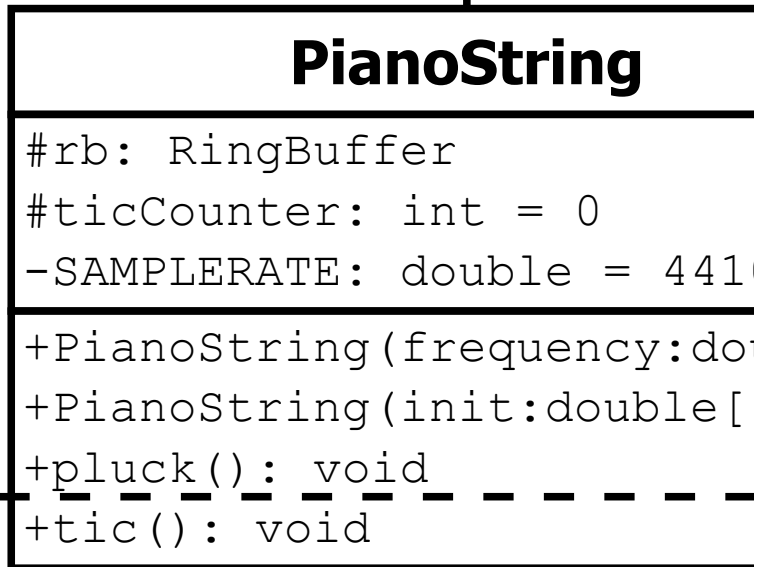
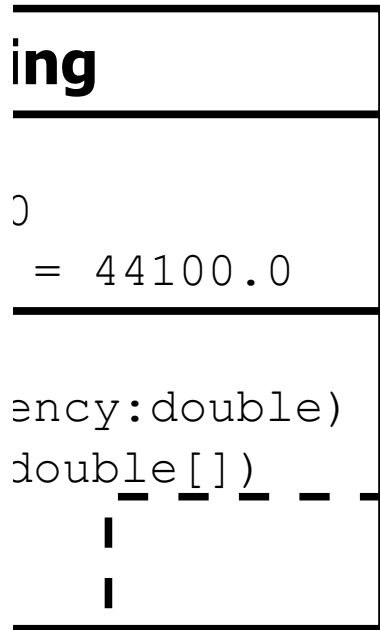
## umString

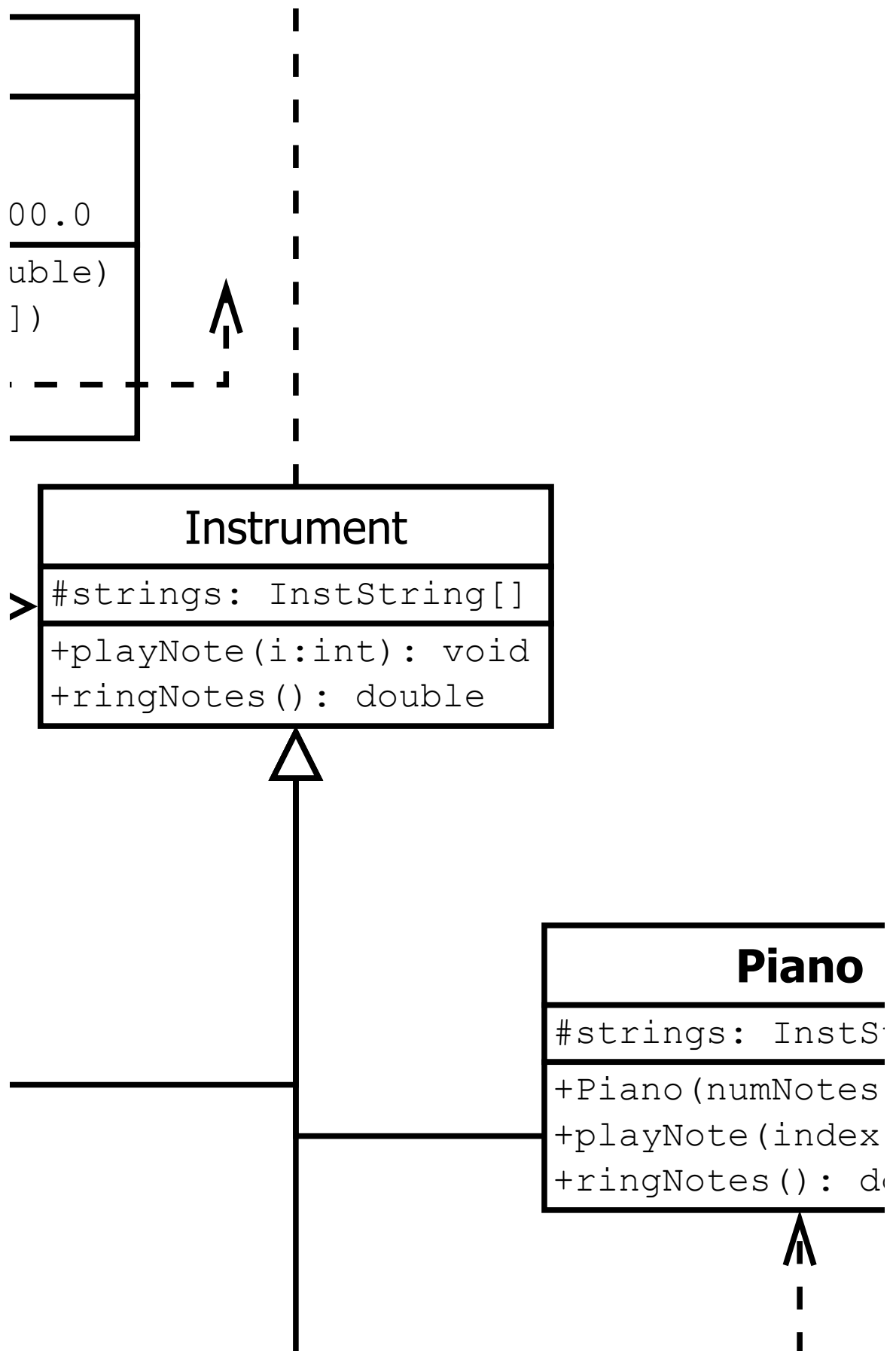
```
ffer
: int = 0
: double = 44100.0
(frequency:double)
(init:double[])
oid
d
```

## GuitarStri

```
#rb: RingBuffer
#ticCounter: int = (
-SAMPLERATE: double
+GuitarString()
+GuitarString(freque
+GuitarString(init:c
+pluck(): void
+tic(): void
```









```
+playFromFile(fileName  
+main(args:String[]):
```

|  
|  
|  
|

## RockBand

```
:String): void {exception IOException}  
void
```

-



