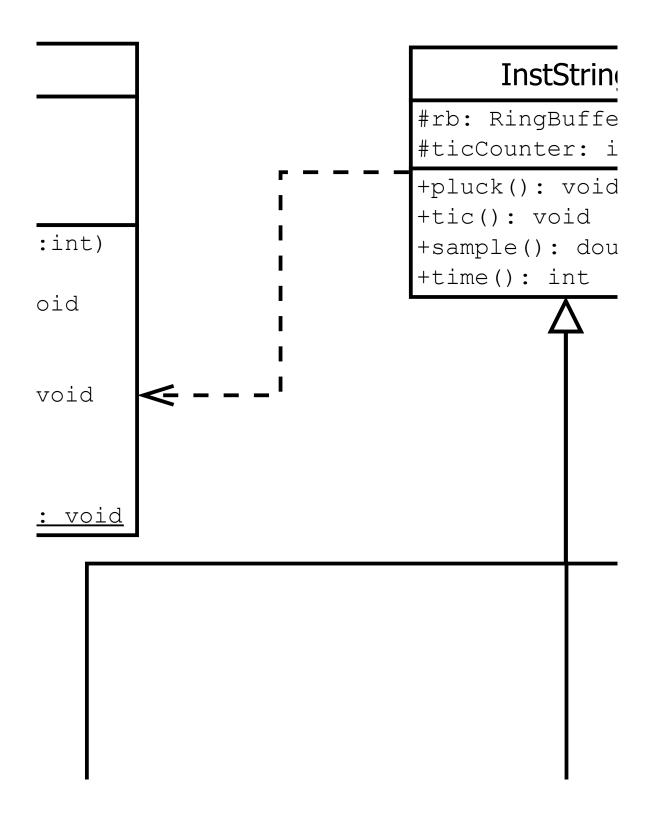
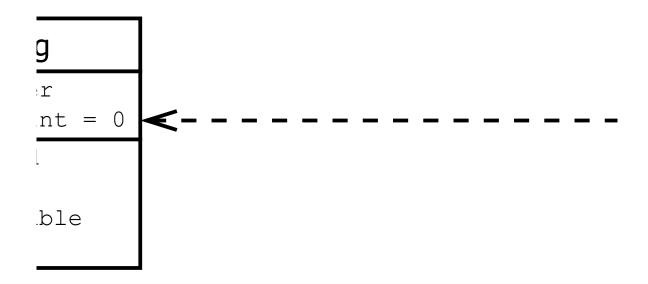
RingBuffer

```
-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
+peek(): double
+debug(): void
+main(args:String[])
```





I I

Dr

```
#rb: RingBu:
#ticCounter
-SAMPLERATE
+DrumString
```

+DrumString +pluck(): void +tic(): void

umString

ffer

: int = 0

: double = 44100.0

(frequency:double)

(init:double[])

oid

Ĺ

GuitarStri

#rb: RingBuffer

#ticCounter: int = (

-SAMPLERATE: double

+GuitarString()

+GuitarString(freque

+GuitarString(init:

+pluck(): void

+tic(): void

ing 0 = 44100.0 ency:double) double[])

PianoString

#rb: RingBuffer
#ticCounter: int = 0
-SAMPLERATE: double = 441
+PianoString(frequency:do:
+PianoString(init:double[

+pluck(): void

+tic(): void

Bass

#strings: InstString[]

+Bass(numNotes:int)

Drum

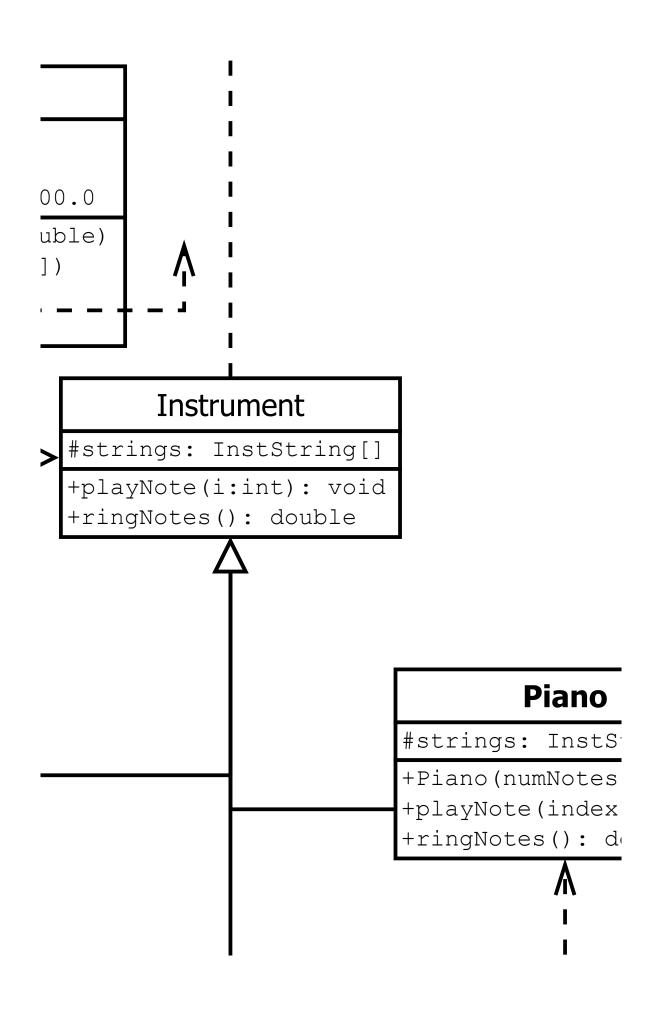
#strings: InstString[]

+Drum(numNotes:int)

Guitar

#strings: InstString[]

+Guitar(numNotes:int)



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

RockBand

:String): void {exception IOException}
void