Yifan Guo

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Estimated time: 20 hours

Actual time spent: 10 hours

4. I found writing a helper function helpful in isolating complex logic and simplifying the code in GuitarHero.cpp. Additionally, adding a integer data member (count) to store the number of times the tic() method was called helped me implement getTime(), and a double data member (frequency) to store the frequency of the GuitarString object helped me implement getFreq().

5. To test the final program, I used sox to convert the output .dat files from the program into .wav files, and played them back to see if they sounded well.

6. To test the stack implementation, I excluded the GuitarHero.cpp file from the project and added a testQueue.cpp file which tests all the methods declared in the header, including the Big Three.

7. I enjoyed getting to see a real-world application of queues, modifying sound values.

8. No suggestions for improvement.