Kit Wong

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UML Diagram

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| Note |
| - duration: double  - octave: int  - repeat: boolean  + note: Pitch  + accidental: Accidental |
| - checkDuration (double)  - checkOctave (int)  + Note (double, Pitch, int, Accidental, boolean)  + Note (double, Pitch, boolean)  + getDuration (): double  + setDuration (double)  + isRepeat (): boolean  + play ()  + toString (): String |

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| Melody |
| + melody: Queue<Note>  - length: double |
| + input (Scanner)  + getLength (): double  + output (PrintStream)  + changeTempo (double)  + reverse ()  + append ()  + play ()  + play (double) |