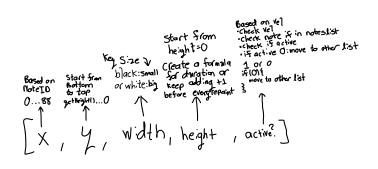


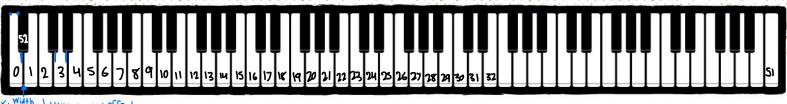
36 black keys 52 white keys

px per white key= int(width/52)
px per black key= int(width/52)/2

note radius =
$$\frac{px per white key}{2}$$
 $x: px per white key}{2}$
 $x: top with top$



Offset: Spx



<: Width - 1 201KKeyLength+ Offset

Width

0:ct or list of Key objs

offset Gb/F# & Bb/A#:5 px

Offset Ob/C# & Eb/O#:4PX

Create classes for Notes & Kays