EA 7.0 Unregistered Trial Version

«interface»
interfaces::SampleSource
+ addSampleListener(SampleReceiver) : void
+ fireSampleEvent(Sample) : void
+ removeSampleListener(SampleReceiver) : void

Runnable
sounds::InputSource
- _listeners: List = new ArrayList()
- lastSample: Sample
- readThread: Thread

+ addSampleListener(SampleReceiver) : void
+ fireSampleEvent(Sample) : void
+ getLastSample() : Sample
+ InputSource()
+ removeSampleListener(SampleReceiver) : void
+ run() : void

sounds::Sequence
- sampleArray: List

+ addSample(Sample) : void
+ getLastSample() : Sample
+ getSample(int) : Sample
+ getTotalSamples() : int
+ Sequence()

-displaySource
-displaySequence
-recordSequence
-sequenceSource
~sequenceSource
-lastSample
-_sample

«interface»
interfaces::SampleReceiver
+ sampleReceived(SampleEvent) : void

javax.swing.JPanel
Display
- a: int = 0
- clearOnPaint: boolean = false
- currentX: float = 0
- currentY: float = 0
- displayColour: int = 0x00FF00
- displayingInProgress: boolean = false
- displaySequence: midimachine.sounds.Sequence
- displaySource: SampleSource
- displayThread: Thread
- oldX: float = 0
- oldY: float = 0
- sampleIndex: int
- sequence: javax.sound.midi.Sequence
- sequencer: Sequencer
- track: Track

+ Display()
+ getDisplaySource() : SampleSource
- initComponents() : void
+ paintComponent(Graphics) : void
+ sampleReceived(SampleEvent) : void
+ setDisplayColour(int) : void
+ setDisplaySource(SampleSource) : void
- setX(float) : void
- setY(float) : void
+ startDisplaying() : void
+ stopDisplaying() : void

sounds::Sample
+ x: float
+ y: float

+ Sample(float, float)

javax.swing.JPanel
MouseListener
Runnable
Recorder
- _listeners: List = new ArrayList()
- playButton: javax.swing.JButton
- playThread: Thread
- recordButton: javax.swing.JButton
- recordingInProgress: boolean = false
- recordSequence: Sequence
~ recordSynthesizer: Synthesizer
- sequenceProgress: javax.swing.JProgressBar
- sequenceSource: InputSource
- stopButton: javax.swing.JButton

+ addSampleListener(SampleReceiver) : void
+ fireSampleEvent(Sample) : void
+ getMidiFormat() : javax.sound.midi.Sequence
+ getSqnFormat() : String
- initComponents() : void
+ mouseClicked(MouseEvent) : void
+ mouseEntered(MouseEvent) : void
+ mouseExited(MouseEvent) : void
+ mousePressed(MouseEvent) : void
+ mouseReleased(MouseEvent) : void
+ Recorder()
+ removeSampleListener(SampleReceiver) : void
+ run() : void
+ sampleReceived(SampleEvent) : void
+ setRecorderSource(InputSource) : void
+ setSqnFormat(String) : void
+ startPlaying() : void
+ startRecording() : void
+ stopPlaying() : void
+ stopRecording() : void

-sequenceRecorder
-sequenceDisplay

javax.swing.JFrame
Application
- exportButton: javax.swing.JButton
- openButton: javax.swing.JButton
- saveButton: javax.swing.JButton
- sequenceDisplay: midimachine.Display
- sequenceRecorder: midimachine.Recorder
~ sequenceSource: InputSource
- singleInstance: Application = null

-singleInstance

- Application()
+ enableSaving() : void
- exportButtonMouseClicked(java.awt.event.MouseEvent) : void
+ getDisplay() : Display
+ getInstance() : Application
- initComponents() : void
+ main(String[]) : void
- openButtonMouseClicked(java.awt.event.MouseEvent) : void
+ sampleReceived(SampleEvent) : void
- saveButtonMouseClicked(java.awt.event.MouseEvent) : void
+ setEnabled(boolean) : void

EventObject
events::SampleEvent
- _sample: Sample

+ sample() : Sample
+ SampleEvent(Object, Sample)