App

toggleLeader

receiver (CAN)

CAN_send_key

CAN_send_tempo

CAN_send_play

CAN_send_canon

startApp

reader (serial)

Object super;
char c;
bool leader;
char buff[100];

if SLAVE

Sequencer

togglePlay

setPosition

setKey

setTempo

readTempo

SEQUENCE

Object super;
int position;
int tempo_buff;
int tempo;
int key;
bool silence;
Time noteLength;
bool alive;
bool terminated;

Periodicity

ToneGen

kill

enable

setPeriod

incVol

decVol

mute

SQUARE

Object super;
int volume;
int period;
int deadline;
bool last;
int lastVolume;
bool mute;
bool alive;

Constrained Periodicity