

\_\_\_\_\_ 35 RingBuffer Code

\_\_\_\_\_ 4 RingBuffer size, capacity, isEmpty, isFull

\_\_\_\_\_ 10 enqueue

\_\_\_\_\_ 10 dequeue

\_\_\_\_\_ 5 peek

\_\_\_\_\_ 6 main for unit testing

\_\_\_\_\_ 40 GuitarString Code

\_\_\_\_\_ 10 constructors: GuitarString(Double) and GuitarString(DoubleArray)

\_\_\_\_\_ 10 pluck

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\_\_\_\_\_ 5 sample

\_\_\_\_\_ 5 main for unit testing

\_\_\_\_\_ 10 GuitarHero Code

\_\_\_\_\_ 5 Comments

\_\_\_\_\_ 5 Throwing exception at appropriate places

\_\_\_\_\_ 5 Questions in readme.txt

\_\_\_\_\_ 10 Extra credits (up to 5 points for each extra credit attempt)

\_\_\_\_\_ **TOTAL**