

thread 4

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```
// define initial conditions (players, each player's sound types,
  etc.)
var array.player[0,...,n];
var array.soundType[0,...,4];
var array.duration[];
var perfLen = random;
// each player runs their part
part() {
  var player = player[n];
  var sound = soundType.choose;
  var duration = duration.random;
  var play = player.sound.duration;
  pause(duration.random);
}
// conditions for piece iteration
var perfDur = n;
while perfDur < perfLen {
  part().do;
}
```
