Instrument class

Description

Create a program that contains a class **Instrument** and a main function.

The constructor of **Instrument** has a parameter of type string that is used to set a printable string that indicates the sound which the instrument makes when played. For this assignment no audio is required: we represent the sound by printing text to the console.
The sound string is stored inside objects of type **Instrument**, so the class **Instrument** must contain a string variable (e.g. **sound**).
Instrument has as a member function **play()** that prints the sound string to the console.

Inside the **main()** function, instantiate two objects of **Instrument**, setting the instruments' sounds by using the constructor.

Then call their **play()** functions, which will print the sound string to the console, something like "Ratatataaaa" or "fweeep".

Project files

The project contains three C++ files:
- .h file containing the **Instrument** class definition
- .cpp file containing the **Instrument** class implementation
- .cpp file that containing the **main()** function

The project also contains a **Makefile** or other type of compile/build script.

Extra

Give **Instrument** a member function **roll()** with one parameter to indicate the number of repetitions in one roll. When **roll()** is called, the instrument 'plays' a series of sounds.