**Analysis Questions:**

1. What happens if you re-run your special effect over the same sample interval?

Both special effects apply to the audio file and play simultaneously.

1. What question(s) of your own did you answer while writing this program?

I figured out how to make a short method to reverse audio files.

1. What unanswered question(s) do you have after writing this program?

How do I do some of the other options, such as inverting a sound?

**PMR:**

* The main point of this assignment was to use the implementation class to create various sound effects, and then play them back in the tester class and write the audio file to disk.
* This assignment relates to a real-life situation since a lot of visual media, such as movies and TV, and even songs, use special effects to imitate sounds or real-life effects like the helium, unrealistic effects such as reversing your speech, and more complex things such as autotune.
* I have grown as a programmer as I am now able to create simple sound effects to apply to any audio file.
* The biggest problem I encountered was figuring out what and how to do my custom method for a new sound effect, and thinking about how reversing an audio file works helped me to fix this.
* One thing I would do differently in the future is I would take more time to study the given implementation class methods.
* This assignment could be extended by adding more sound effects, or adding user interaction to choose sound effects.