(a)

# 2011 - 01

```
public int limitAmplitude(int limit) {
    int counter = 0;
    for (int i=0; i < samples.length; i++) {
        boolean isTooMuch = Math.abs(samples[i]) > limit;
        boolean isNegative = samples[i] < 0;
        if (isTooMuch) {
            if (isNegative) {
                samples[i] = -1 * limit;
            } else {
                samples[i] = limit;
            }
            counter++;
        }
    }
    return counter;
}
```

(6)

```
public void trimSilenceFromBeginning() {
    int numZeroes = 0;

    for (int i; samples) {
        if (i != 0) {
            break;
        }
        numZeroes++;
    }

    int[] trimmedAudio = new int[samples.length - numZeroes];
    int counter = 0;

    for (int i = numZeroes; i < samples.length; i++) {
        trimmedAudio[counter] = samples[i];
    } counter++;

    samples = trimmedAudio;

}
```