

**Options**  
ID: top\_block  
Generate Options: WX GUI

**WX GUI Slider**  
ID: freq  
Label: Frequency  
Default Value: 1k  
Minimum: -500k  
Maximum: 500k  
Converter: Float

**WX GUI Notebook**  
ID: nb  
Tab Orientation: Top  
Labels: scope, FFT

**Signal Source**  
Sample Rate: 1M  
Waveform: Cosine  
Frequency: 1k  
Amplitude: 1  
Offset: 0

**Noise Source**  
Noise Type: Gaussian  
Amplitude: 316.228n  
Seed: 0

**WX GUI Slider**  
ID: noise\_amp  
Label: Noise Amp  
Default Value: -130  
Minimum: -150  
Maximum: 0  
Converter: Float

**Variable**  
ID: samp\_rate  
Value: 1M

**Add**

**Throttle**  
Sample Rate: 32k

**WX GUI Scope Sink**  
Title: Scope Plot  
Sample Rate: 32k  
V Offset: 500m  
AC Couple: On  
XY Mode: On  
Notebook: nb, 0  
Trigger Mode: Auto  
Y Axis Label: Counts

**WX GUI FFT Sink**  
Title: FFT Plot  
Sample Rate: 32k  
Baseband Freq: 0  
Y per Div: 10 dB  
Y Divs: 10  
Ref Level (dB): 0  
Ref Scale (p2p): 2  
FFT Size: 1.024k  
Refresh Rate: 15  
Notebook: nb, 1  
Freq Set Varname: None

Genera una onda senoidal y a su vez algún ruido, estas dos señales se suman y se observa el resultado en el dominio de la frecuencia (FFT) y del tiempo (Scope).