# Audio Programming 2 Module Overview

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| **Week No** | **Content** |
| 1 | Audio Programming 2 Introduction |
| 2 | Audio Buffers and Datatypes |
| 3 | Multi-Channel Buffers |
| 4 | Libraries and Reading Audio Files |
| 5 | Writing Audio Files |
| 6 | Audio Plug-in Frameworks |
| 7 | Distortion Plug-in Example |
| 8 | REVISION / RECAP |
| 9 | The JUCE Framework |
| 10 | Building a JUCE Plug-in |
| 11 | Delay Line Effects |
| 12 | The Bela Environment (part i) |
| 13 | The Bela Environment (part ii) |

**Assessment 1**: JUCE Distortion Plug-in

Here you will produce a functional distortion audio plug-in using the JUCE framework, this must be accompanied with a written report and a git repository showing the progress of your work following best practices.  
  
**Assessment 2**: JUCE Ping-Pong Delay Plug-in  
  
Here you will produce a fully functional Ping-Pong Delay plug-in using the JUCE framework, this must also be able to save and recall plug-in states and allow for user automation. As with the previous assignment this must be provided with a written report and a git repository.