

# GO Language Challenge 1 – Drum Machine

<http://golang-challenge.com/go-challenge1/>

My Details

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## Binary Format

53 50 4c 49 43 45 00 00 00 00 00 00	57 30 2e	SPLICE.....W0.
37 30 38 2d 61 6c 70 68 61 00 00 00 00 00 00 00		708-alpha.....
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		.....
79 44 01 00 00 00 04 4b 69 63 6b 01 00 00 00 00		yD.....Kick....
00 00 00 01 00 00 00 00 00 00 00 02 00 00 00 05		.....
48 69 48 61 74 01 00 01 00 01 00 01 00 01 00 01		HiHat.....
00 01 00 01 00 53 50 4c 49 43 45 00 00 00 05 48		.....SPLICE....H
69 48 61 74 01 00 01 00 01 00 01 00 01 00 01 00		iHat.....
01 00 01 00		....

### Header

**Identifier** - 13 bytes – Should expect the word SPLICE followed by 0x00 bytes.

**File size** - 1 byte – The remaining bytes to be read from the file.

**Version** - 32 bytes – The version of the file.

**Tempo** - 4 bytes – A float32 representation of the tempo of the file

### Each Track (Repeated)

**ID** – 4 bytes – The identifier of each track

**Track name length** – 1 byte – How many bytes is the name of the track

**Track name** – The name of the track as a byte encoded string

**Beats** – 16 beats (4 bars), where a beat is represented by a 0x01 and no beat is 0x00