

Headphones

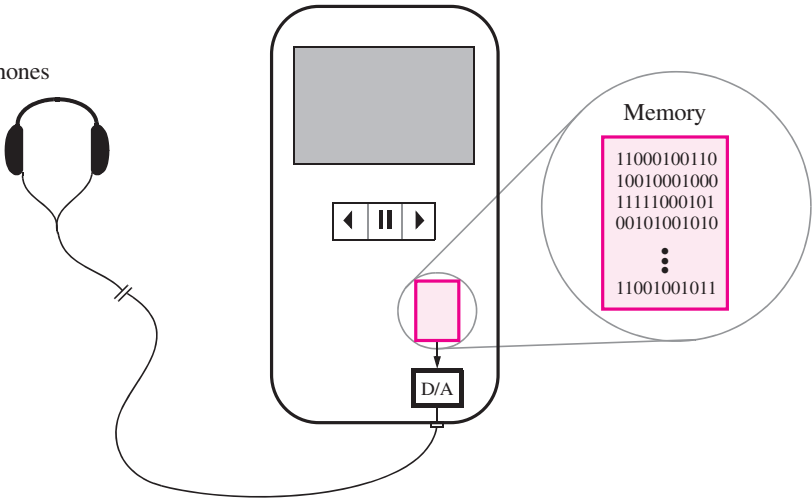


Figure 1.7 Using digital technology to represent music.