

My Project

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

WAV	5
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Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

/home/kc/Documents/CS-202-Semester-Project-F21/src/[wav.h](#) 7

Chapter 3

Class Documentation

3.1 WAV Class Reference

Public Member Functions

- bool **loPass** (int16_t)
- bool **normalize** (int16_t)
- bool **gain** (double)
- bool **loadData** (std::string filePath)
- bool **writeData** (std::string filePath)
- [wav_meta](#) **getMetaData** () const
- uint8_t* **getDataBytes** () const

3.1.1 Member Function Documentation

3.1.1.1 loadData()

```
bool WAV::loadData (
    std::string filePath )
```

Loads the meta data into the struct and the data into the 8 bit int array

Parameters

<i>filePath</i>	direct or relative path to the .wav file
-----------------	--

The documentation for this class was generated from the following files:

- /home/kc/Documents/CS-202-Semester-Project-F21/src/wav.h
- /home/kc/Documents/CS-202-Semester-Project-F21/src/wav.cpp

3.2 WAV_HEADER Struct Reference

Public Attributes

- `uint8_t` **RIFF** [4]
- `uint32_t` **chunkSize**
- `uint8_t` **WAVE** [4]
- `uint8_t` **fmt** [4]
- `uint32_t` **subchunk1Size**
- `uint16_t` **audioFormat**
- `uint16_t` **numOfChan**
- `uint32_t` **samplesPerSec**
- `uint32_t` **bytesPerSec**
- `uint16_t` **blockAlign**
- `uint16_t` **bitsPerSample**
- `uint8_t` **subchunk2ID** [4]
- `uint32_t` **subchunk2Size**

The documentation for this struct was generated from the following file:

- `/home/kc/Documents/CS-202-Semester-Project-F21/src/wav.h`

Chapter 4

File Documentation

4.1 wav.h

```
1 #ifndef WAV_H
2 #define WAV_H
3 #include <string>
4 #include <fstream>
5 #include <iostream>
6 typedef struct WAV_HEADER
7 {
8     uint8_t    RIFF[4];
9     uint32_t    chunkSize;
10    uint8_t     WAVE[4];
11
12    uint8_t     fmt[4];
13    uint32_t     subchunk1Size;
14    uint16_t     audioFormat;
15    uint16_t     numOfChan;
16    uint32_t     samplesPerSec;
17    uint32_t     bytesPerSec;
18    uint16_t     blockAlign;
19    uint16_t     bitsPerSample;
20
21    uint8_t     subchunk2ID[4];
22    uint32_t     subchunk2Size;
23 } wav_meta;
24
25
26 class WAV {
27 private:
28     uint8_t* dataBytes;
29     wav_meta metaData;
30 public:
31     WAV();
32     bool loPass(int16_t);
33     bool normalize(int16_t);
34     bool gain(double);
35     bool loadData(std::string filePath);
36     bool writeData(std::string filePath);
37     wav_meta getMetaData() const;
38     uint8_t* getDataBytes() const;
39 };
40
41 #endif
```


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