Part 1) Create signal in MATLAB and answer questions

My .mp3 file and all sound files are discrete-time audio. This is because all audio through electrical devices is discrete time. In an audio file we are not able to save the sound wave to a file so instead we save "plots" or in lecture called "Lollipops". This is because the computer can't save the wave so instead save the "Lollipops" and then interoperates what the sound wave actually is so when its produce back to the user or whoever is listening it sounds like what is save to the file, or what is assumed to be saved to the file, since it's not the actual sound wave but instead the digital one.

Basically, what we're seeing in the MATLAB plot is a bunch of Lollipops put together closely which when played has an assumed sound it would produce, it isn't the actual sound that was input whenever this .mp3 file was created but it's the predicted or assumed one (from what I understand).

Part 2) Plot the sound file in MATLAB
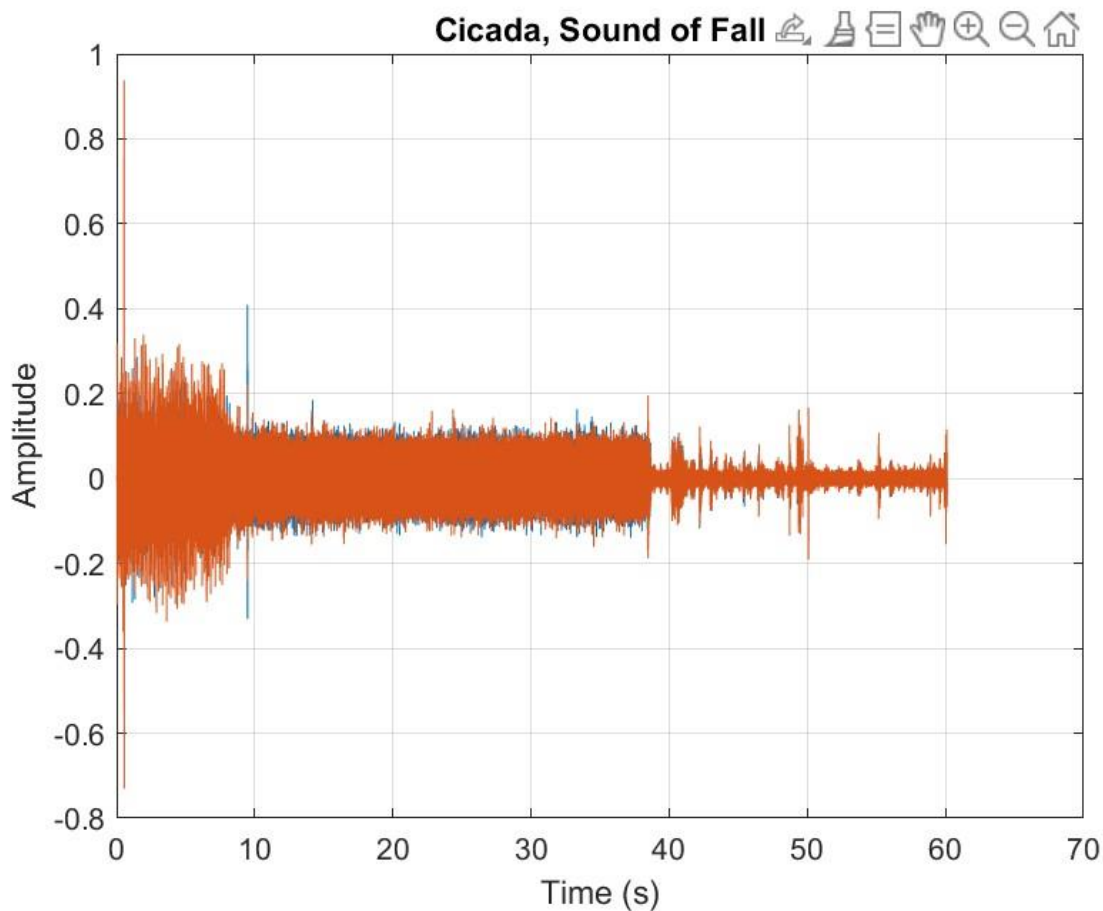
Part 3) Reverse direction of audio file and replot it in MATLAB

Cicada, Sound of Fall
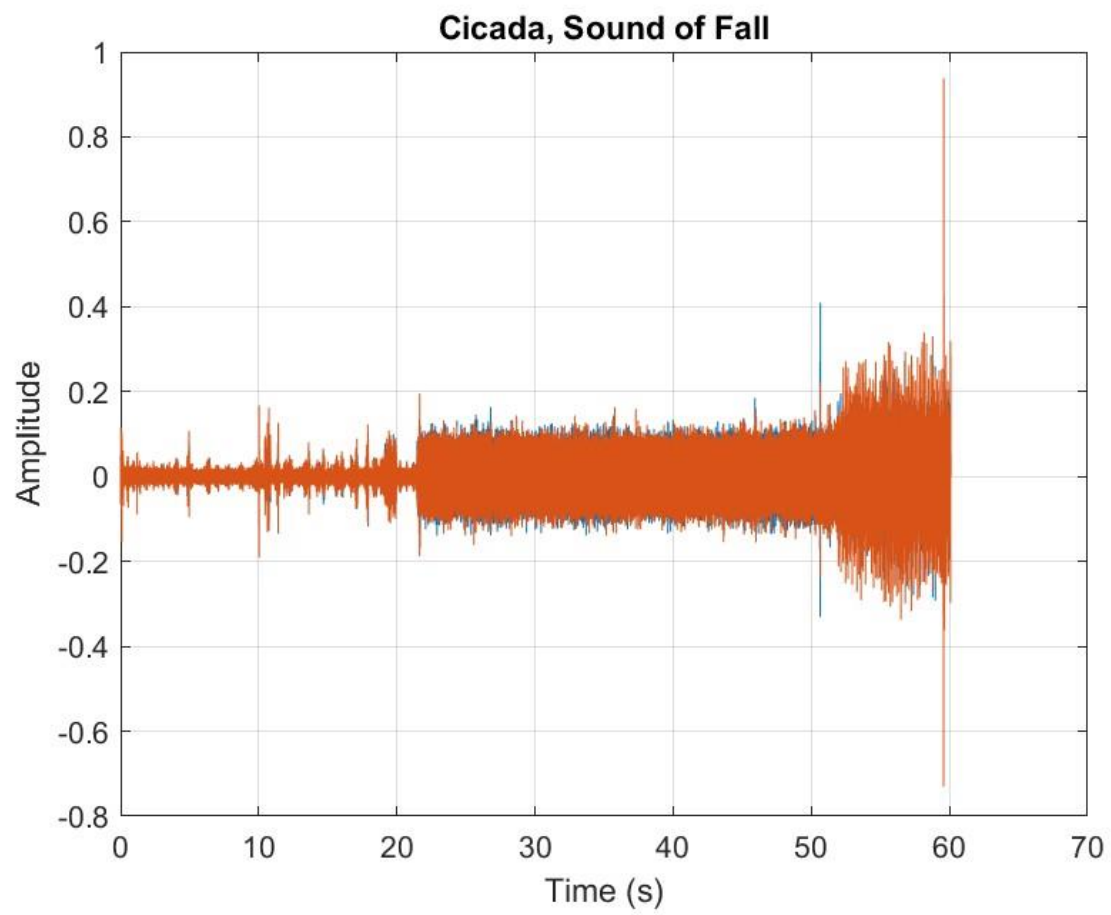
Part 4) reverse the reversed audio to prove its the same signal

Cicada, Sound of Fall