1. If the computers can generate and synthetize sound offline, why do we need web audio? Provide an example where web audio is better than offline audio.

**The offline audio has much more room in it’s “cloud” tan web audio, which makes it a better option.**

**It can be shown and distributed in many computers, not Only in one.**

2. Can you describe a situation where a wav file would be better than a mp3 file in a web audio application?

**WAV files vs mp3 files, definitely wav format is much better when is about quality, imagine a situation when the quality and appreciation of audio y required and necessary, in this kind of situations wav format wins.**

3. What are some of the limitations that we can encounter while using audio for the web?

**We still can’t code or get the audio we would like to get, because the standards of audio are very low yet.**

4. Describe as detailed as you can the difference of HTML, CSS and Javascript. HTML language to create websites and web application that describes the structure of a website.

**Definitions:**

**HTML : HyperText Markup Language, used to create web pages, contains all the hyperlinks a webpage may contain, it includes the page title, metadata and links the referenced files that may need.**

**CSS : Cascading Style Sheet, formats the layout of webpages, can be inserted into the HTML, controls how the webpage will look**

**Javascript: Client side scripting language, can be inserted into the HTML, adds interactive and dynamic elements to websites.**

5. What is the difference between a server and a client.

**Server is for data, it has information which can be accessed by the client which is the performer of tasks.**

6. Write the meaning of the following acronyms and describe the analogies we saw in class for each one of them: • TCP • IP • DHS • HTTP

**TCP: Transmission Control Protocol, it assures that the message is sent complete and without errors. IP: Internet Protocol is like our personal address. DNS: Domain Name System, it could be like the mailman, because it searches for the IP address.**

**HTTP: Hypertext Transfer Protocol, is the communication protocol that allows the data transfer in the WWW. It’s like a postal service.**

7. What is the difference between HTTP and HTTPS?

**HTTPS stands for Hypertext Transfer Protocol Secure, proper of secure websites, which make sure the information sent and received through them is secured, this way nobody can access the information shared within HTTPS. HTTP only focuses on how information is presented to the computer’s user, but doesn’t care about how data gets from one point to another.**

8. What is P5js and how does it relate to web audio?

**Is a library for JS. It helps to make a code in a easier way by far.**

**Is really related with web audio because it has a library focused on audio with which you can use for interactions and design.**

9. What is Webpd and how does it relate to web audio?

**WebPd is a JavaScript Pure Data runtime using Web Audio API to play audio in the browser.**

10. What is NexusUI and how does it relate to web audio?

**Is a library that helps to make easier the creation of interfaces and virtual instruments in html.**

11. Whats the difference between Java and Javascript?

**The JavaScript programming language, developed by Netscape, Inc., is not part of the Java platform.**

**Java is a language for general coding**

**Javascript only develops scripts to be executed in a browser when a webpage is visited.**

12. Write two different ways to define a function in Javascript.

**1. function A(){ };**

**2. var A = function() { };**

13. Describe how can we use two P5js canvases in a single HTML file

In the HTML in the body section you have to put to Div assign a different Id to each one: <body>

<div id="S1"></div> <br>

<div id="S2"></div> </body>

In the Javascript we create a function for each canvas, then we define a name for every function we have.

p.setup = function() { p.createCanvas(800, 400);