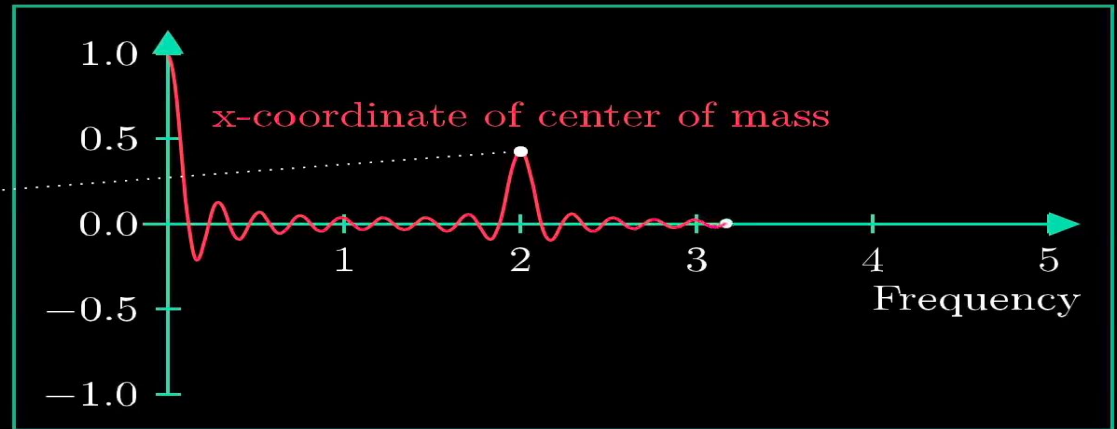
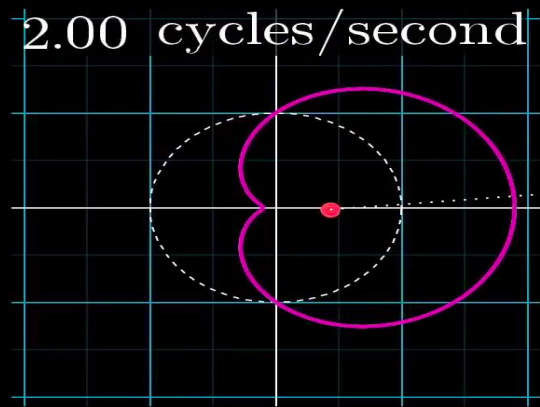
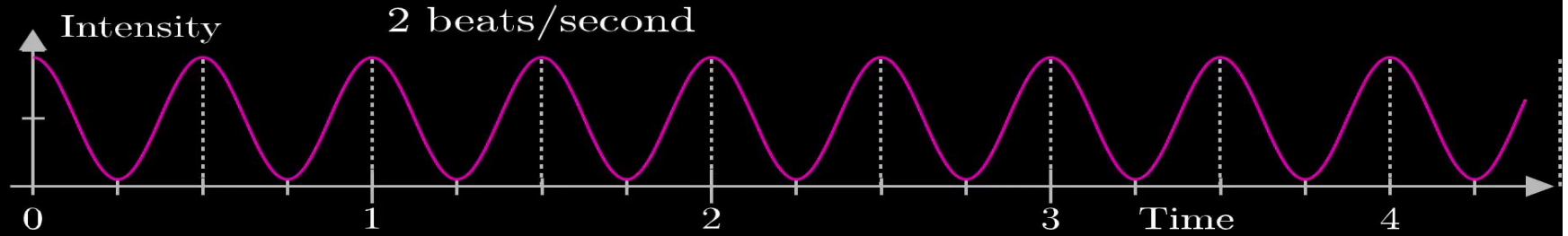


UNE AMPOULE QUI RÉAGIT À LA MUSIQUE

Projet long

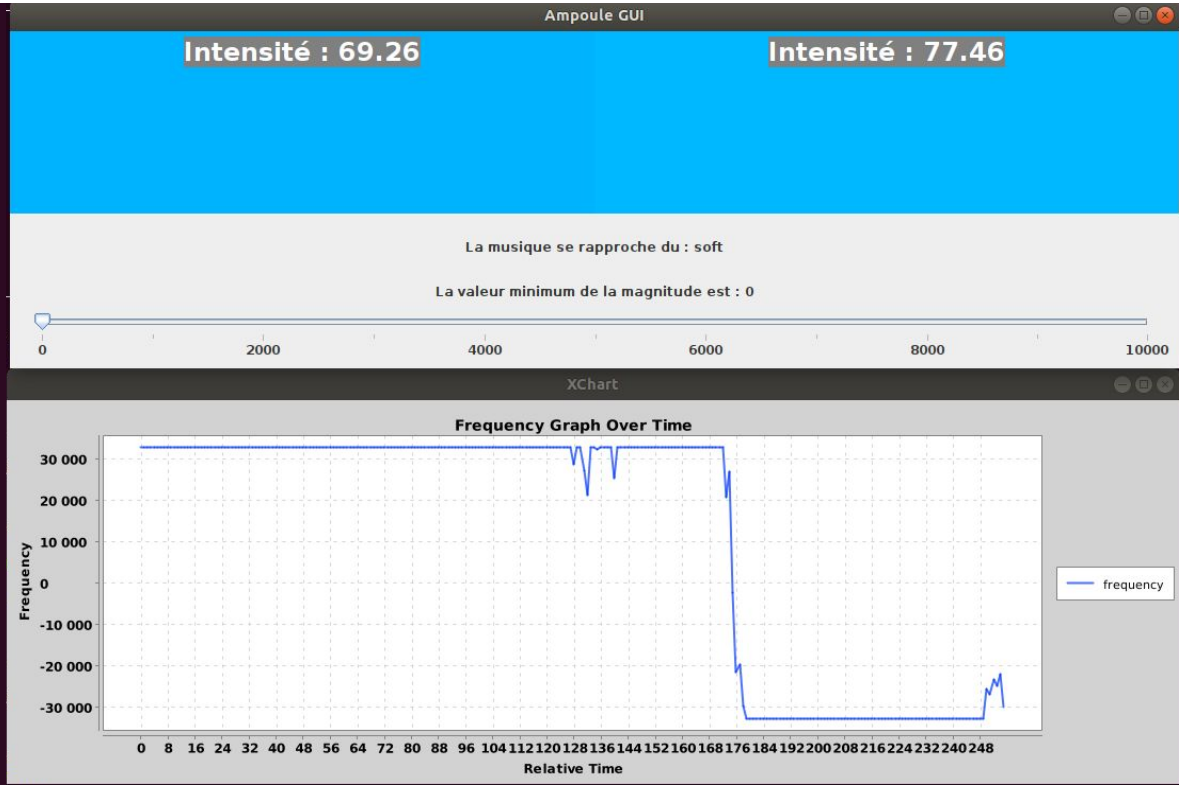
FOURIER TRANSFORM :



ORGANISATION :

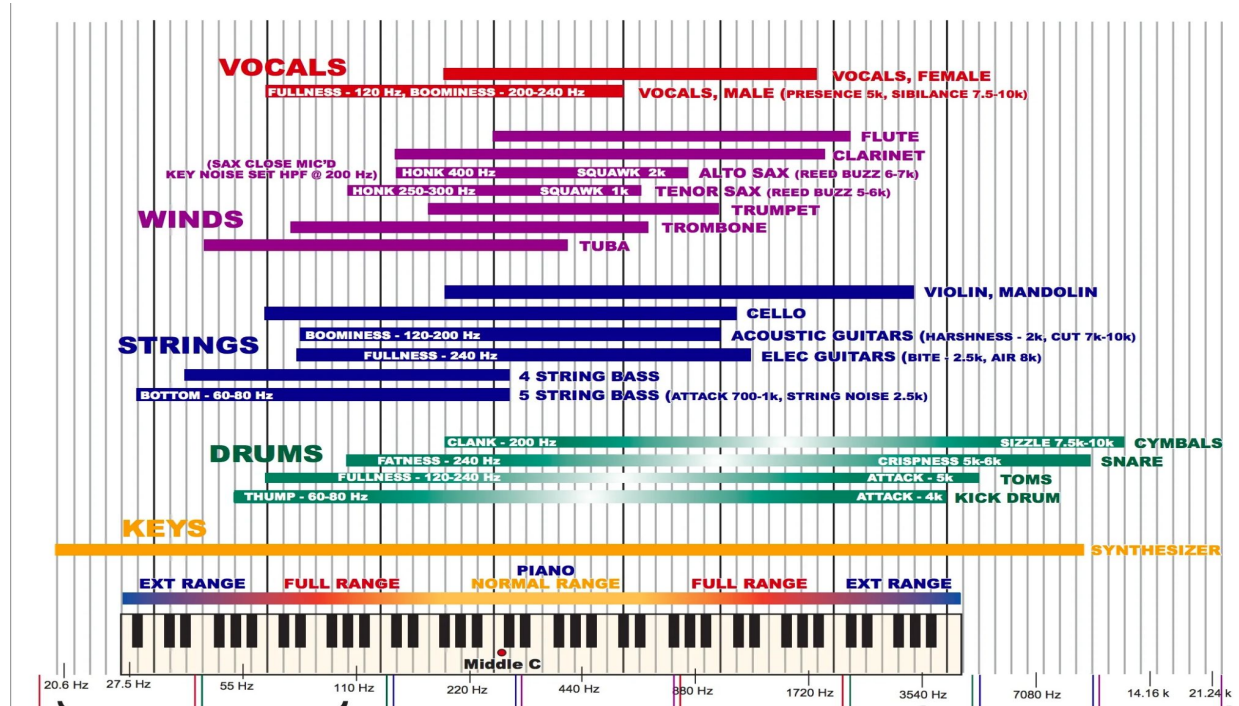
```
res
├── checker
├── lib
│   ├── RXTXcomm.jar
│   └── xchart-3.8.1.jar
├── music
│   ├── hard
│   │   ├── bensound-dubstep.mp3
│   │   └── bensound-extremeaction.mp3
│   ├── medium
│   │   ├── bensound-creativeminds.mp3
│   │   └── bensound-punky.mp3
│   └── soft
│       ├── bensound-acousticbreeze.mp3
│       ├── bensound-theelevatorbossanova.mp3
│       └── bensound-ukulele.mp3
└── sql
    └── DataBase.sql

settings.gradle
sketch_arduino.ino
src
├── main
│   ├── java
│   │   ├── Ampoule.java
│   │   ├── Arduino.java
│   │   ├── Calcul.java
│   │   ├── Complex.java
│   │   ├── DBFiller.java
│   │   ├── Graph.java
│   │   ├── Main.java
│   │   ├── Recorder.java
│   │   └── Vue.java
│   └── test
│       └── java
│           └── AmpouleTest.java
```



COULEURS :

- de 0hz à 100hz en bleu
- de 100hz à 200hz en cyan
- de 200hz à 300hz en jaune
- de 300hz à 400hz en orange
- de 400hz à 500hz en rouge



TYPE DE MUSIQUE :

La musique bensound-dubstep correspond à du :

10 réponses

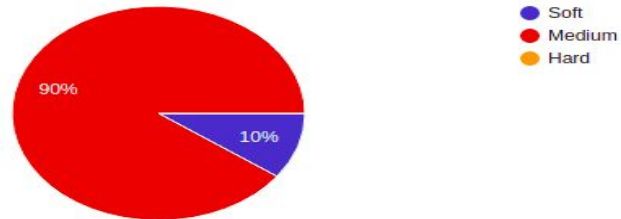
 Copier



La musique bensound-creativeminds correspond à du :

10 réponses

 Copier

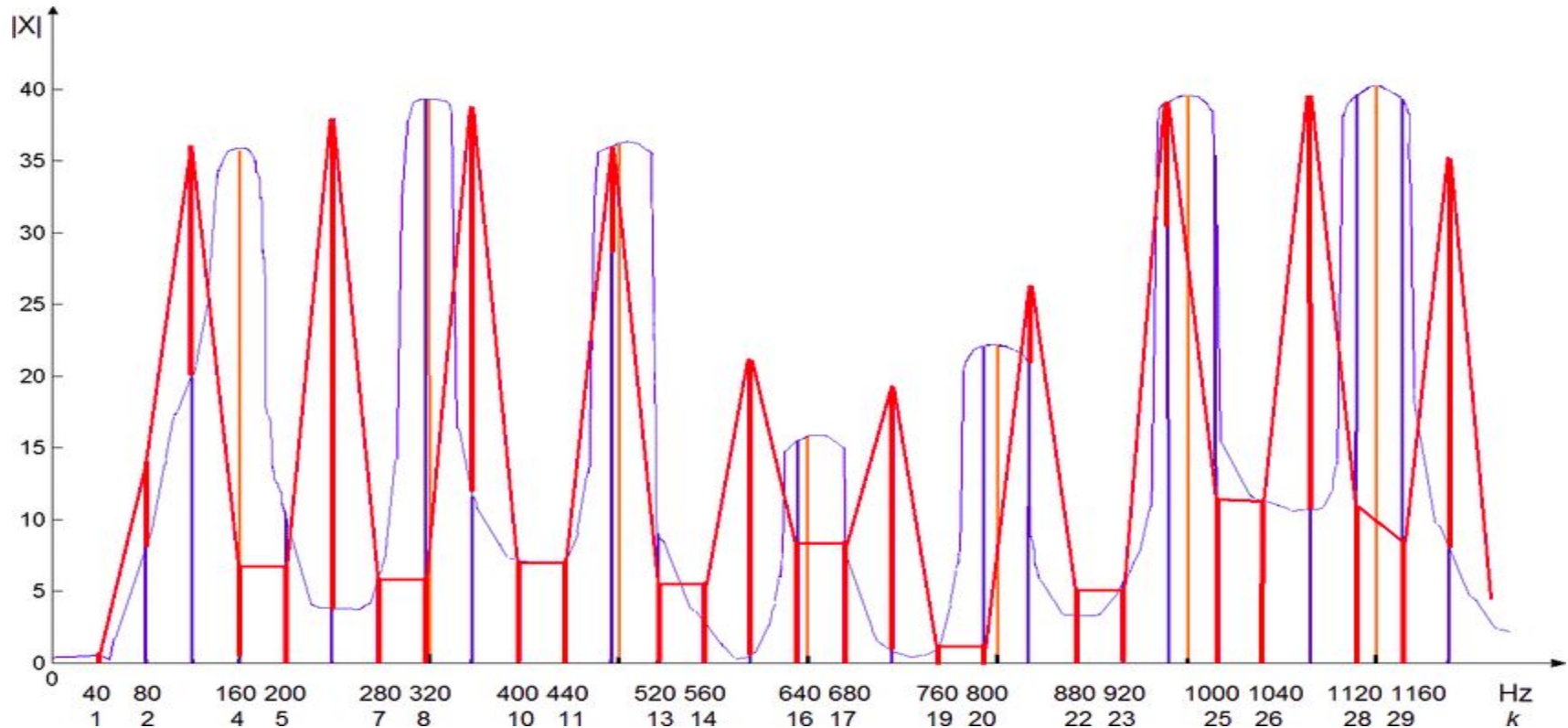


EMPREINTES :

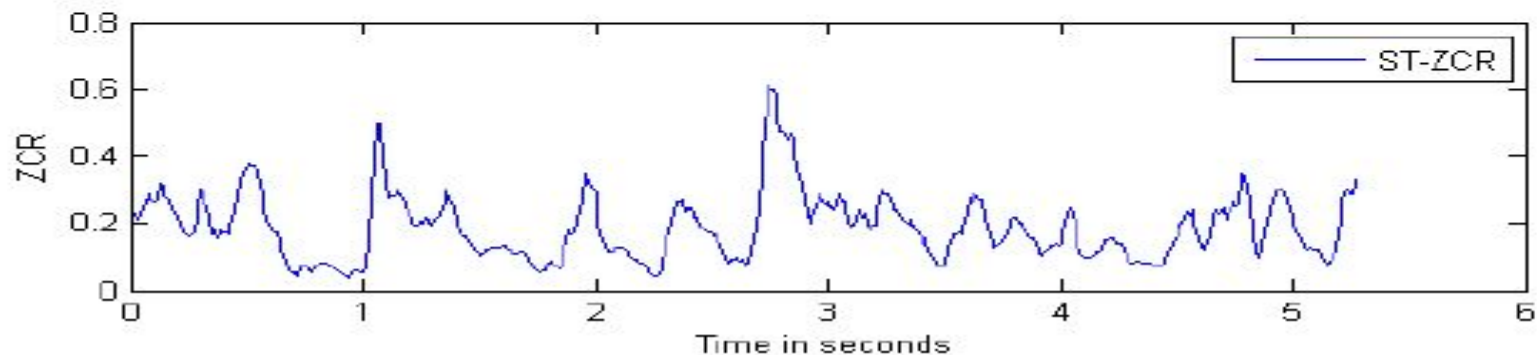
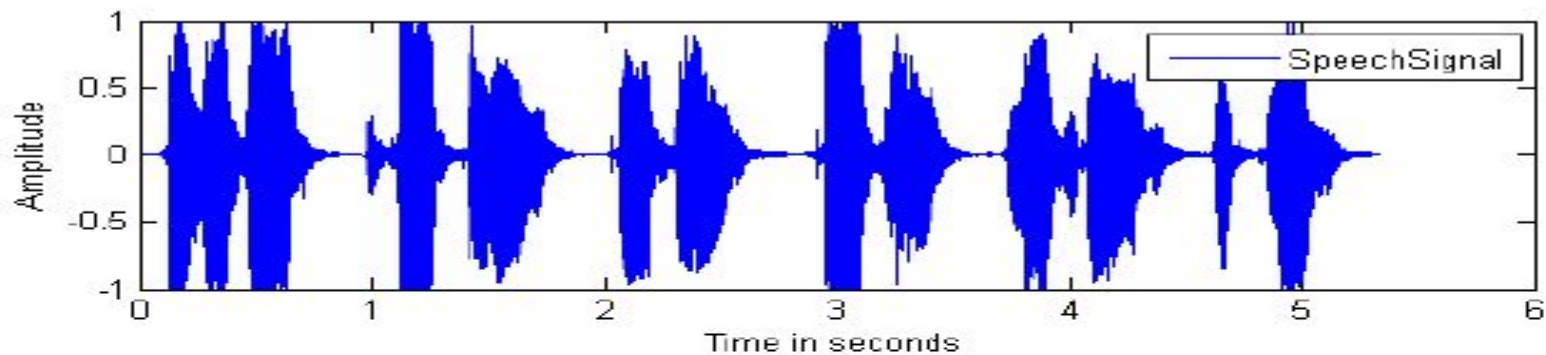
```
create table musics(  
  music_id serial primary key,  
  name varchar(100) NOT NULL  
);  
  
create table musics_fingerPr(  
  music_id INTEGER NOT NULL,  
  fingerPr DOUBLE PRECISION NOT NULL,  
  foreign key(music_id) references musics(music_id)  
);  
  
create table classification(  
  music_id INTEGER NOT NULL,  
  genre varchar(25) NOT NULL,  
  foreign key(music_id) references musics(music_id)  
);  
  
CREATE INDEX idx_musics_fingerPr  
ON musics_fingerPr USING HASH(fingerPr);
```

Hash Tag	Time in Seconds	Song
30 51 99 121 195	53.52	Song A by artist A
33 56 92 151 185	12.32	Song B by artist B
39 26 89 141 251	15.34	Song C by artist C
32 67 100 128 270	78.43	Song D by artist D
30 51 99 121 195	10.89	Song E by artist E
34 57 95 111 200	54.52	Song A by artist A
34 41 93 161 202	11.89	Song E by artist E

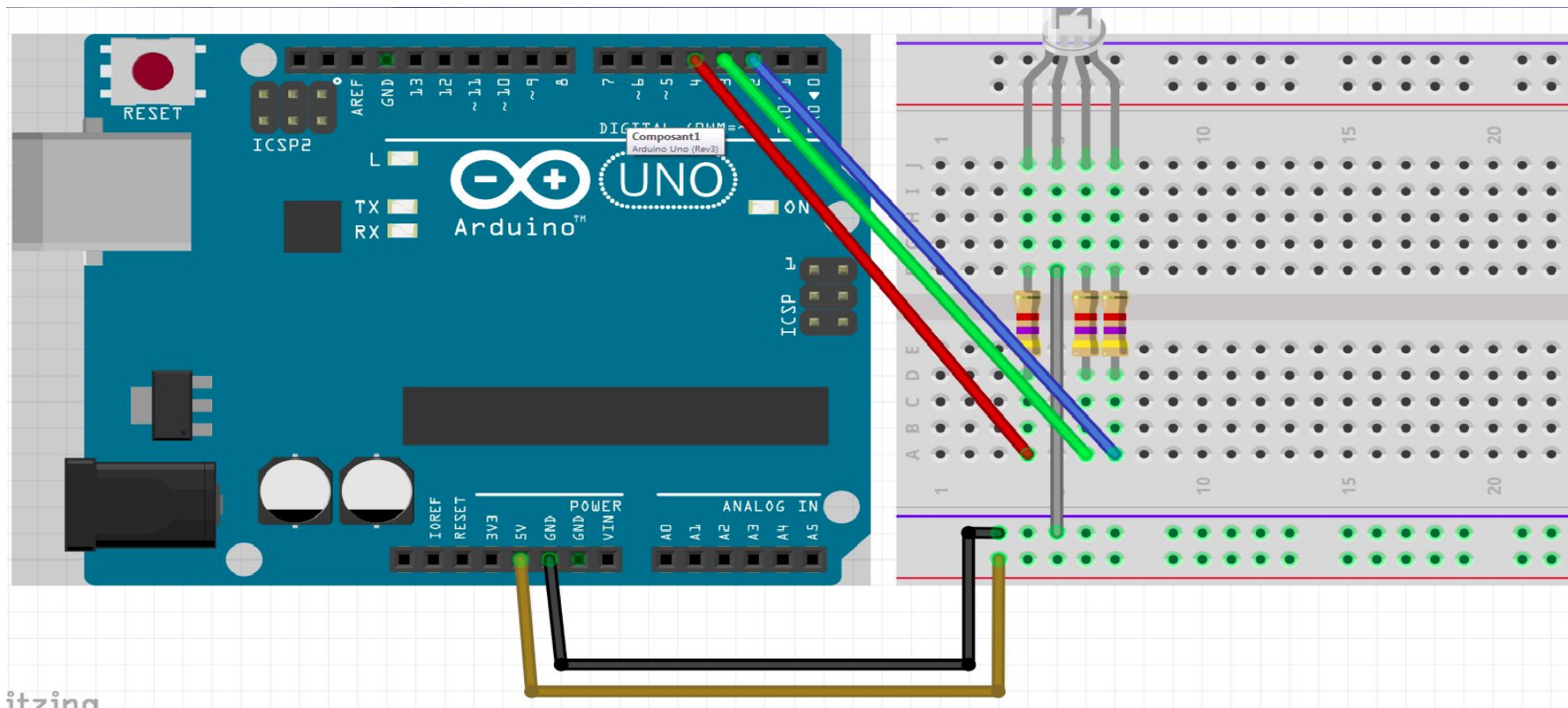
NORMALISATION DU SON :



LA VOIX :



LED + ARDUINO :



FIN