Signal Milestone2:

1. We generated 2 random frequencies (fn1,fn2)
2. Then we set the frequency axis range (f) and its duration (n)
3. We transferred the output of the song from time domain to frequency domain(z to x\_f)
4. And then we added the noise to the original song (xt) in time domain
5. The song with noise was then transferred into the frequency domain(xt\_f)
6. Then we found the maximum amplitude in the original song (maxA1)
7. Then we searched for the 2 frequencies higher than the max amplitude (fR1,fR2)
8. Those2frequencies were then removed from the (xt\_f) to generate a filtered sound
9. Then we plotted all 6 graphs and we played the sound of the filtered sound



