* AudioTrack – Class
* [AudioTrack](https://developer.android.com/reference/android/media/AudioTrack#AudioTrack(int,%20int,%20int,%20int,%20int,%20int))(int streamType, int sampleRateInHz, int channelConfig, int audioFormat, int bufferSizeInBytes, int mode)
* AudioTrack audioTrack = new AudioTrack (AudioManager.STREAM\_MUSIC, frequency, channelConfiguration, audioEncoding, audioLength, AudioTrack.MODE\_STREAM);
* streamType - the type of the audio stream
* sampleRateInHz - the initial source sample rate expressed in Hz
* channelConfig - describes the configuration of the audio channels
* Standard sample rate: 44.1 KHz or 44,100 samples per second
* REASON FOR 44.1 KHz- The computer should be able to recreate waves with frequencies up to 20 kHz in order to preserve everything we can hear. Therefore, a sample rate of 40 kHz should technically do the trick.
* Sample Count – No of samples per cycle7