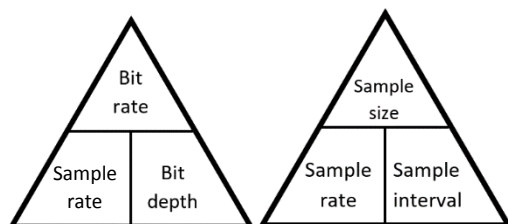
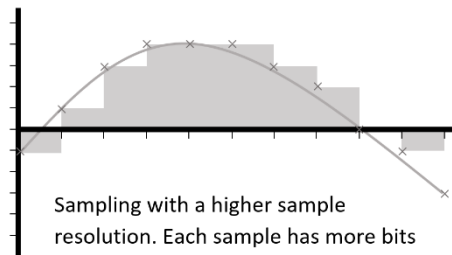
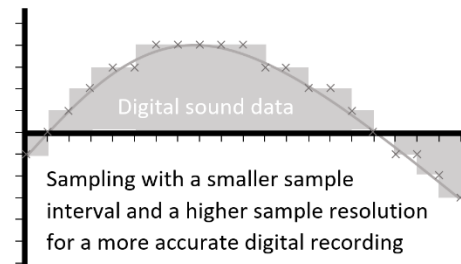
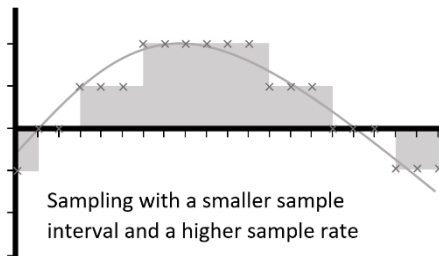
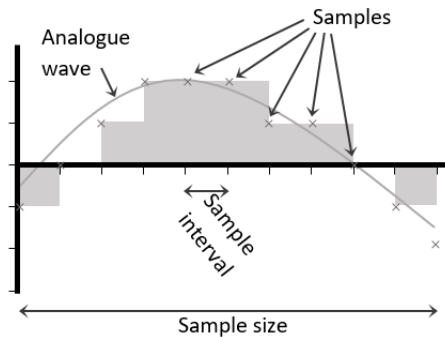


Name:

Data Representation: Compression of Sound



A	Representing Sound	
Digital	Having discrete values which can be stored as binary	
Analogue	Having continuously changing values	
Sample	The smallest element of a recorded sound. A value or set of values which represent a sound at a specific moment	
Sample size	The number of seconds over which a <i>sample</i> was taken	<i>s</i>
Sample rate	The number of times per second the sound is sampled. <i>Sample size ÷ sample interval</i>	<i>Hz</i>
Bit rate	The number of bits used to store a second of sampled sound. <i>Bit depth × sample rate</i>	<i>bps</i>
Sample interval	The length of time between two samples	<i>s</i>
Bit depth / Sample resolution	The number of bits used to store each sample	<i>b</i>
Channel	An audio file which is intended to be played at the same time as another	
File size	<i>Sample rate × bit depth × sample size</i>	