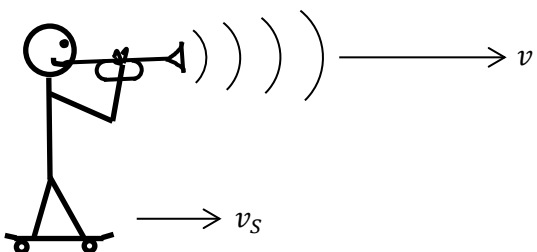

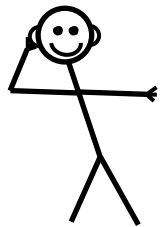

Source plays frequency f

speed of sound: v
speed of source: v_S
speed of receiver: v_R (zero, for now)

Receiver hears frequency f'