TP2- jeux de mots synthese et analyse spectrale d’une gamme de musique :

clear all

close all

clc

[x,fs] = audioread("phrase.au");

Taille = length(x);

ts=1/fs;

T = (0:Taille-1)\*ts;

%original sound and signal

sound(x,fs);

plot(T,x);

y=fft(x);

Densite\_spectrale\_phrase = abs(y).^2/Taille;

f = (0:floor(Taille/2))\*(fs/Taille);

% plot(f,Densite\_spectrale\_phrase(1:floor(Taille/2)+1));

%segmentation

%first segmentation 'rien ne sert de'

seg1 = x(1:130106);

% sound(seg1,fs);

%second segmentation 'courir'

seg2=x(130107:190006);

%sound(seg2,fs);

%third segmentation 'il faut'

seg3=x(190007:250006);

%sound(seg3,fs);

%4th segmentation 'partir a point'

seg4=x(250007:394240);

%sound(seg4,fs);

%réarrangé la phrase

sound([seg1;seg4;seg3;seg2],fs);



