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#assign 4

def openSoundOrPicture():

file = pickAFile()

length = len(file)

period = file.rfind('.')

if file.endswith(".jpg") :

printNow("You selected a .jpg picture file")

show(makePicture(file))

#printNow("type is :"+ file[period+1:length])

elif file.endswith(".wav") :

printNow("You selected a .wav sound file")

play(makeSound(file))

#printNow("type is :"+ file[period+1:length])

else :

printNow("Oh oh! Did not choose a picture or sound file")

printNow("type is : "+file[period+1:length])

def smoothSound(file,x):

import random

maxAmp = x

noisy = makeEmptySound(65000)

for s in getSamples(noisy):

setSample(s, random.randrange(-maxAmp, maxAmp+1))

f = pickAFile()

sound = makeSound(f)

SSamples = 0

BSamples = 0

BSound = 0

Num1Samples = getNumSamples(sound)

Num2Samples = getNumSamples(noisy)

if Num1Samples < Num2Samples :

SSamples = Num1Samples

BSamples = Num2Samples

BSound = 2

else :

SSamples = Num2Samples

BSamples = Num1Samples

BSound = 1

addedSound = makeEmptySound(BSamples)

for sampleNumber in range(BSamples):

if sampleNumber < SSamples :

sample1 = getSampleValueAt(sound, sampleNumber)

sample2 = getSampleValueAt(noisy, sampleNumber)

setSampleValueAt(addedSound, sampleNumber, sample1 + sample2)

else :

if BSound == 1 :

sample1 = getSampleValueAt(sound, sampleNumber)

setSampleValueAt(addedSound, sampleNumber, sample1)

else :

sample2 = getSampleValueAt(noisy, sampleNumber)

setSampleValueAt(addedSound, sampleNumber, sample2)

#play (addedSound)

openSoundTool(addedSound)

reduceSound = makeEmptySound(BSamples)

for sampleNumber in range(BSamples):

if sampleNumber < SSamples:

sample1 = getSampleValueAt(sound,sampleNumber)

sample2 = getSampleValueAt(addedSound,sampleNumber)

setSampleValueAt(reduceSound,sampleNumber,(sample1+sample2)/2)

#play (reduceSound)

openSoundTool(reduceSound)

smoothSound = makeEmptySound(BSamples)

for sampleNumber in range(BSamples):

if sampleNumber < SSamples :

sample1 = getSampleValueAt(sound,sampleNumber)

sample2 = getSampleValueAt(reduceSound,sampleNumber)

setSampleValueAt(smoothSound,sampleNumber,(sample1+sample2)/2)

#play(smoothSound)

openSoundTool(smoothSound)