
```
t = 0:0.0001:2;  
% x4 = cos(2* pi * 10 * t) .* cos(2 * pi * 1 * t);  
x4 = 1/2 * (cos(2 * pi * 20 * t) + cos(2 * pi * 10 * t));  
plot(t, x4);  
xlim([0 0.1]);  
sound(x4);
```

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