

Exercise: the drum challenge

Read the *Go Drum machine challenge* ([mcs/docs/drum_Go_Challenge.md](#)). Just follow the instructions but write a solution in Erlang.

Files [mcs/test/data/drum_pattern_*.splice](#) are the binary files to recover, files [mcs/test/data/drum_pattern_*.txt](#) are the plain-text versions.

To look at the files, you can use [hexdump](#) and [od](#), or a binary editor like *Synalyze It!* (Mac) or *Hexinator* (Linux).

If you are stuck with the reverse engineering, you can use the [mcs/docs/drum_splice.grammar](#) for Hexinator. But, you will loose all the fun :-)

This exercise, as all the others, is based on the honor system: do not cheat searching the Internet.