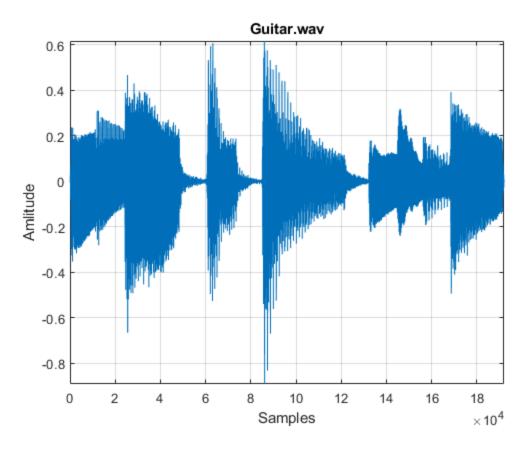
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How to import audio data

Analysing audio signal in time domain

```
audioinfo(audio_file) % Prints information about a audio file
figure(1)
                      % New figure
                     % Plot the mono audio signal to figure(1)
plot(signal)
grid on
                     % Draws gridlines to the figure(1)
axis([0 length(signal) min(signal) max(signal)]) % Zooms to the plot
ans =
  struct with fields:
            Filename: 'E:\Ali\Aalto University\Semester 4\Computer
 Lab in Digital Signal Processing\Assignment 1\Guitar.wav'
   CompressionMethod: 'Uncompressed'
         NumChannels: 1
          SampleRate: 48000
        TotalSamples: 192000
            Duration: 4
              Title: []
             Comment: []
              Artist: []
       BitsPerSample: 16
```



Playing audio signal

Task a) (replace 0 with a correct answer)

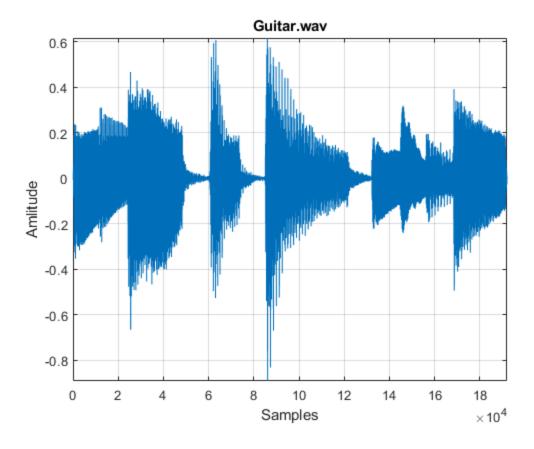
What is the sampling frequency of 'signal'?

```
sampling_frequency = 48000 % This is essentially the same as variable
'fs'
% How long the 'signal' is in second?
length_in_seconds = 4
% What are the maximum and minimum values of the 'signal' and corresponding
% indexes that those values occur?
signal_max = 0.6174
signal_min = -0.8911
```

Task b)

Generate a signal named 'signal_a' that is same as 'signal' but it is reversed and scaled to 1

```
signal_a = flipud(signal);
gain = 1;
                         % Try different values to gain and see how it
 affect the played audio
soundsc(gain*signal_a, fs)
%figure(2)
                         % New figure
%plot(signal_a)
                           % Plot the mono audio signal to figure(2)
%grid on
                         % Draws gridlines to the figure(2)
%xlabel('Samples')
                         % Label the x-axis of the plot
%ylabel('Amlitude')
                       % Label the y-axis of the plot
%title(audio_file)
                        % Give a tittle to the plot
%axis([0 length(signal_a) min(signal_a) max(signal_a)]) % Zooms to the
 plot
```



Task c)

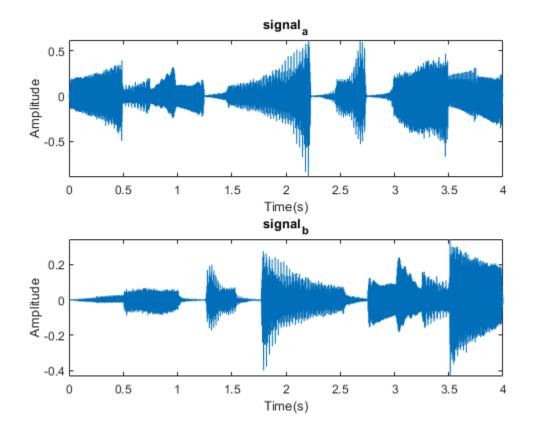
Generate a vector that is equally long as 'signal' that grows linearly from 0 to 1 and element-wise multiply 'signal' with it to generate 'signal_b'. Scale 'signal_b' also to 1.

```
vector_b = linspace(0,1,192000);
for i = 1:length(signal)
    signal_b(i) = signal(i)*vector_b(i);
end
                         % Try different values to gain and see how it
qain = 1;
 affect the played audio
soundsc(gain*signal_b, fs)
%figure(2)
                         % New figure
%plot(signal_b)
                           % Plot the mono audio signal to figure(2)
%grid on
                         % Draws gridlines to the figure(2)
                         % Label the x-axis of the plot
%xlabel('Samples')
%ylabel('Amlitude')
                         % Label the y-axis of the plot
%title(audio file)
                         % Give a tittle to the plot
%axis([0 length(signal_b) min(signal_b) max(signal_b)]) % Zooms to the
 plot
```

d)

Plot 'signal_a' and 'signal_b' to same figure but in different graphs using subplot() so that 'signal_a' is on top of 'signal_b' and y-axises are amplitude and x-axises are time in seconds. Name the plots and all axises. Also set the axises so that there is no unnecessary space in the plots.

```
time = (1:length(signal))/fs;
figure(3)
subplot(2,1,1)
plot(time, signal_a), xlabel('Time(s)'), ylabel('Amplitude'), axis([0
    4 min(signal_a) max(signal_a)])
title('signal_a')
subplot(2,1,2)
plot(time, signal_b), xlabel('Time(s)'), ylabel('Amplitude'), axis([0
    4 min(signal_b) max(signal_b)])
title('signal_b')
```



Published with MATLAB® R2020a