Readme

I combined the contents of session2 and session to create a final project.In session 2, I cited four samples,
namely01，909a,analysis-snare,hihat28.
maxiEngine.loadSample("Analysis-Snare.m4a", two);
maxiEngine.loadSample("909a.wav", five);
maxiEngine.loadSample("hihat28.wav", nine);
maxiEngine.loadSample("01.wav", zero);
Used maxiclock system， maxiClock is a simple system for triggering events based on BPM (Beats Per Minute) and 'Ticks' per beat. myClock.ticker();

```
if (myClock.tick) {

    scratch=0;
    counter++;
}


if (myClock.tick && counter%9===1) {
    two.trigger();
    zero.trigger();

}

if (myClock.tick && counter%16===0) {
    nine.trigger();
    five.trigger();

}

if (myClock.tick && counter%3===1) {
    five.trigger();
    zero.trigger();
}

var out = two.playOnce(4+osc1.sinewave(100)) + five.playOnce()*osc1.sinewave(osc2.sinewave(20)+10) + nine.playOnce(10) + zero.playOnce()*osc1.sinewave(osc2.sinewave(7)%2);
return out;
```

According to session3 study，i knew how to create Synthesising 2D Waveform Graphs，used the

method which be taught by teacher,

```
let canvas = document.querySelector("canvas");
    let context = canvas.getContext("2d");
    canvas.width = 800;
    canvas.height = 600;

    var radius = 100;
    var penSize = 5;
    var positionX = 200

    var draw = function() {

        for (var i = 0; i<500; i++) {

        context.fillRect(positionX+Math.cos(i*Math.sin(i))*radius,positionX+                Math.sin(i
*Math.sin(i))*radius,penSize,penSize);
        }
        requestAnimationFrame(draw);

    }

    requestAnimationFrame(draw);
```