**EE312 LAB 1:**

**1.1-a)** The code reverts the given sound file.

**1.1-b)** The code evens up the lengths of the sound file by adding zeros to the end. Later it adds the same sound over and over again and it sounds like an echo.

**1.1-c)** The same but the shift is 1000 each time

close all;

clear all;

clc;

[x,fs]=audioread('bird.wav');

prm=1000;

x=x(:);

y = [x zeros(1,prm)] + 0.5\*[zeros(1,prm) x];

y2=x;

for i=prm+1:N

y2(i)=y2(i)+0.5\*x(i-1000)+0.5\*x(i-2000)+0.5\*x(i-3000)+0.5\*x(i-4000)+0.5\*x(i-5000)+0.5\*x(i-6000);

end

sound(x,fs);

pause;

sound(y,fs);

pause;

sound(y2,fs);

**1.2-a)**

clear all;

close all;

clc;

[x,fs]=audioread('bird.wav');

[y,fs]=audioread('gong.wav');

z = y + [x;zeros(28899,1)];

plot (z);

**1.2-b)**

clear all;

close all;

clc;

[x,fs]=audioread('bird.wav');

[y,fs]=audioread('gong.wav');

z = [x;zeros(28899,1)] - y;

plot (z);

**1.3-a)**

close all;

clear all;

clc;

load penny; [h,w]=size(P);

y=P(end:-1:1,end:-1:1);

imshow(P,gray(256));

figure;imshow(y,gray(256));