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using System;
using System.Collections.Generic;
using System.IO;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Abtasttheorem
{
    class Program
    {
        static void Main(string[] args)
        {
            FileStream inputStream = new FileStream(@"C:\rampe.wav", FileMode.Open, FileAccess.Read);
            FileStream outputStream = new FileStream(@"C:\rampe-neu", FileMode.OpenOrCreate, FileAccess.Write);

            BinaryReader binaryReader = new BinaryReader(inputStream);
            BinaryWriter binaryWriter = new BinaryWriter(outputStream);

            int length = (int)binaryReader.BaseStream.Length;

            for (int i = 0; i < (length/2)-2; i++ )
            {
                short v = binaryReader.ReadInt16();

                if (i % 2 == 0) {
                    binaryWriter.Write(v);
                }

                Console.WriteLine(v);
            }
        }
    }
}

```