# **LABSHEET 2**

# Audio Processing with MatLab - An Introduction Al in Speech Processing

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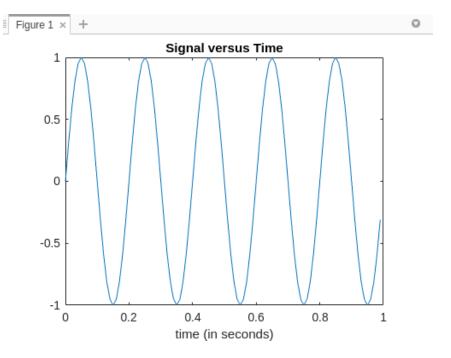
## **Experiment 1**

#### Part I

### %code

```
clear;
fprintf('Experiment 1\n')
fprintf('Part I\n')
%%Time specifications:
StopTime = 1; % seconds
t = (0:dt:StopTime-dt)'; % seconds
%%Sine wave:
Fc = 5;
                     % hertz
x = \sin(2*pi*Fc*t);
% Plot the signal versus time:
figure;
plot(t,x);
xlabel('time (in seconds)');
title('Signal versus Time');
```

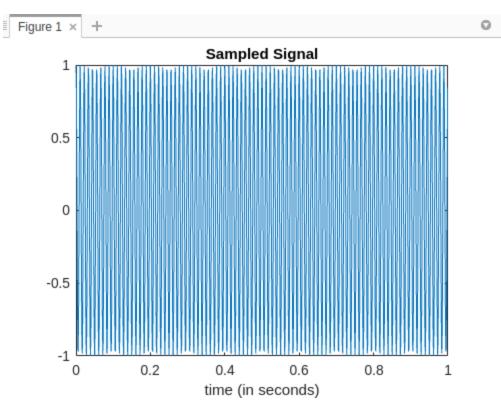
## **%Output**



## Part II

### %code

# %output

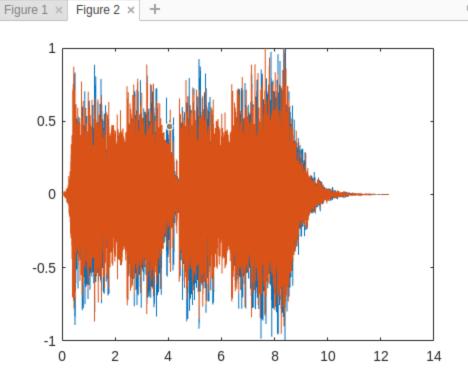


# **Experiment 2**

```
%code
```

```
clear all
fprintf('Experiment 2\n')
[y,Fs] = audioread('/MATLAB Drive/AI Speech(21AIE315)/Lab1/Moscow.mp3');
size('Moscow.mp3');
length(y)
TotalTime = length(y)./Fs;
t = 0:TotalTime/(length(y)):TotalTime-TotalTime/length(y);
figure;
plot(t,y)

%output
>> Lab2
Experiment 2
ans =
542592
```



## **Experiment 3**

#### %code

fprintf('Experiment 3\n')
sound(y, Fs)

## **Experiment 4**

#### %code

fprintf('Experiment 4\n')
audiowrite('recorded.wav',y,Fs)

# **Experiment 5**

# %code

```
fprintf('Experiment 5\n')
yRange = [-0.7,0.7];
soundsc(y,yRange);%makes the sound slow as well as play it for long
nBits = 16;
soundsc(y,Fs,nBits);%song played with more depth
soundsc(y, 2*Fs);%plays with twice the rate of normal recorded song
sound(flipud(y),Fs);%reversed the sound
```