Lab 2 part B

- 1. If first 20% of elements are used, then only the low frequencies come through, and it's barely understandable
- 2. If the sin terms are negated, then it's reverses the audio, because sin is the anti-symmetric part, while \cos is already symmetric, this basically makes the signal f(t) = f(-t)
- 3. If cosine terms are zero, still legible, but hard to understand with extra noise because the signal has to be symmetric which makes it have artifacts