Libraries used: All libraries we used are open source and free to use.

Js libraries:

* Vanilla JS was used for the most part as much as possible
* Wavesurfer JS was used for the waveforms. It is easy to use and understand, and has a lot of features we needed: Experiments 1 – 8, Experiment 10
* P5 JS was used for some loading and audio related functions. It is easy to use and standard in many projects: Experiments 1, 2, and 6

Python libraries:

* Numpy was used for manipulation and calculating of values and integrals, etc: Experiments 3, 4, 5, 7, 8 and 10.
* Scipy was used for its built in signal transformation features: Experiments 3, 4, 5, 7, 8 and 10.
* Librosa was used for its dedicated audio processing features (on advice by Prof Suryakant: Experiments 3, 4, 5, 7, 8 and 10.
* PySoundFile was used to easily change sampling rate and bit depth: Experiment 4
* AudioLazy was used to generate buzzer sounds easily and conveniently: Experiment 9
* Bokeh was used for easy to use and download graphs: Experiments 3, 4, 5, 7, 8 and 10.

Except Bokeh, and AudioLazy, the Python libraries used are *not* required at runtime.