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
* P5 JS was used for some loading and audio related functions. It is easy to use and standard in many projects

Python libraries:

* Numpy was used for manipulation and calculating of values and integrals, etc.
* Scipy was used for its built in signal transformation features
* Librosa was used for its dedicated audio processing features (on advice by Prof Suryakant
* AudioLazy was used to generate buzzer sounds easily and conveniently
* Bokeh was used for easy to use and download graphs