

# Q2 Report

The GUI part is implement using python `tkinter`

## File input

- The function `read_wav()` is for file input, which returns a "wav file path".

```
wav_path = filedialog.askopenfilename(initialdir=os.getcwd(),
                                      title="Please select a wav file:")

if wav_path == '':
    exit()
```

- I use the `filedialog` in tkinter library to ask user to choose an input file.
- If user open the dialog box but did not choose any file, the program finish

## File processing

The function `wav_to_binary()` convert a wav file to binary file, and returns the binary in an array.

- Firstly, the function read the input file and divide it into two parts
  - `header` contains the first 44 bytes in the file, which is the **header of wav file**. It stores the detailed information about the file, such as the file size, audio format, and sample rate, etc.
  - `data` contains the rest of the file, which is the **actual sound data**.
- Then calculate the **number of frames** in the sound file, the calculation method for each type of wav file is:

```
if header[34] == 16:
    nframes = (int)((wav_length - 44) / 2)
elif header[34] == 8:
    nframes = wav_length-44
elif header[34] == 24:
    nframes = (int)((wav_length-44) / 3)
else:
    print("Sorry, we don't support this file")
    exit()
```

- `header[34]` indicates the **bits per sample**.
- Next, I put the data in `data` array into array `frames`.
  - Since python does not convert the binary to signed integer automatically, I convert it by the formula:

```
frames[j] = frame[j] - 2^(n-1)
```

where  $n$  is the number of bits per sample.

## fade in fade out

I use a linear fade in fade out method. Since the vertical axes indicate the voltage of the sound, the faded sound is calculate by multiply a factor with the original data.

- for the first half of the samples, it is faded in, every frame multiple  $i/middle$  with  $i$  increase in a linear speed:

```
for i in range(middle):
    faded_frames[i] = frames[i]*i/middle
```

- for the second half of samples, it is faded out, every frames multiple  $(len(frames) - i)/middle$  with  $i$  increase in a linear speed:

```
for i in range(middle, len(frames)):
    faded_frames[i] = frames[i]*(len(frames)-i)/middle
```

## Display the output waveform

The function `plot_frames()` use a tkinter widget `Canvas` to show the sound wave.

- First draw the axes:
  - x-axes with scale on it, the scale is depend on the length of the sound file.

```
canvas.create_line(50,480, 790,480, fill="white", arrow=LAST) # x
x_range = int(time * 10 + 2)
for i in range(1,x_range):
    x = i*700/x_range
    canvas.create_line(x+x0, 480, x+x0, 475, fill="white")
    canvas.create_text(x+x0, 490, fill="white",
text=str(round(0.1*i,1)))
canvas.create_text(780, 490, fill="white", text="time")
```

- Then draw the y-axes:
  - y-axis with scale on it, the scale is depend on the maximum value in the samples. Different sample rates use different scale.

```
canvas.create_line(50,480, 50,10, fill="white", arrow=LAST) # y
for i in range(start, end, step):
    y = (i/step) * 60
    canvas.create_line(x0, y+y0, x0+5, y+y0, fill="white")
    canvas.create_text(x0-25, y+y0, fill="white", text=str(-i))
```

where `start`, `end`, `step` are different in different sample size.

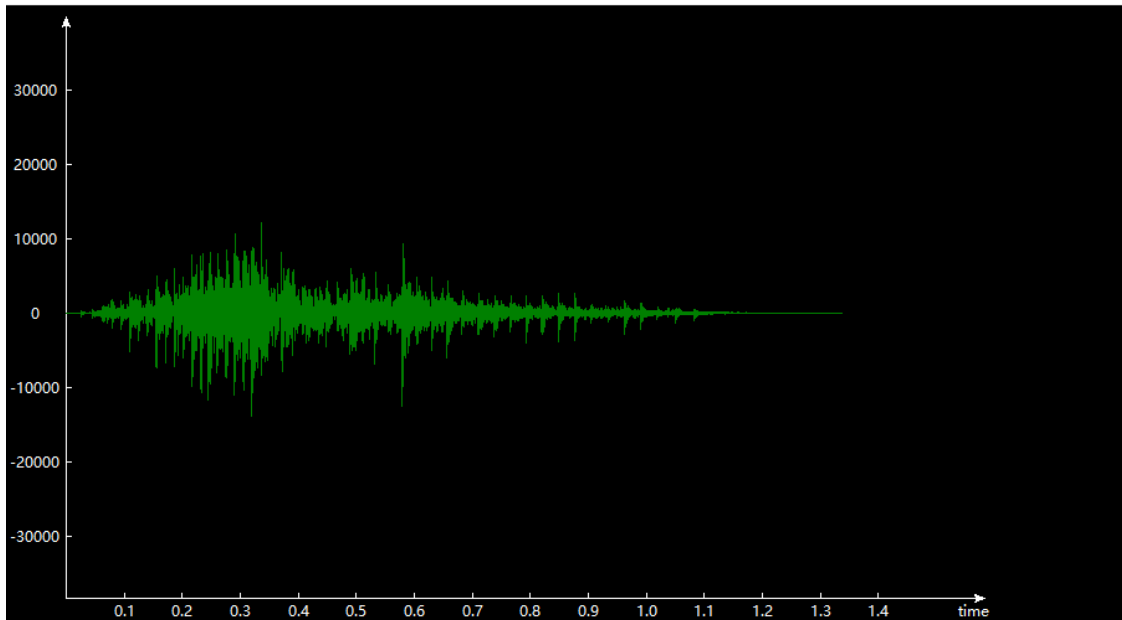
- Calculate the frame's position for each frame and draw it on `canvas`
  - calculate x:

```
x = x0 + 10 * 700/x_range * (t * sample_time)
```

- calculate y:

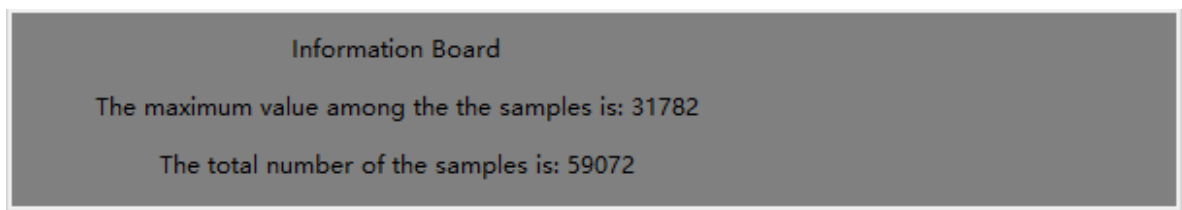
```
y = (y0-faded_frames[t]/step*60)
```

- Sample screenshot



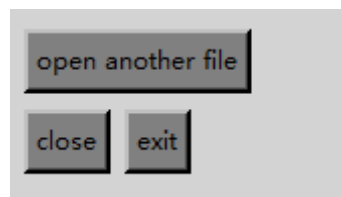
## Display information

`info_frame` is an area to show the information required.



## Buttons

- `open another file` button allows user to open another file and processing it.
- `close` button allows user to close the GUI window. Be caution that it only destroy the GUI window, but not terminate the program.
- `exit` button allows user to terminate the program.



The whole window display:

