Echo:

Your procedure of implementing the Echo effect and how this effect sounds like:

We set the BUFFER\_LENGTH to 240 to acquire a time delay of 5ms, and set the gain to .75 so the filter will be stable. Next, using the provided IIR code, we implemented our echo effect on the left channel and kept the right channel for talk-through. The effect sounds like the sound waves are bouncing off metal. It sounds like the same effect that is used in sci-fi movies where robots talk in an echoic voice that sounds metallic.