* Sample -A discrete value at a point in a waveform representing the audio at that point. Also the act of taking a sequence of such values. All digital audio must be sampled at discrete points. By contrast, analog audio (such as the sound from a loudspeaker) is always a continuous signal.
* Sample Rate Measured in Hz like frequency, this represents the number of digital samples captured per second in order to represent the waveform.
* Waveform A visual representation of an audio signal.
* Zero Crossing The point where a line joining the audio samples crosses the zero horizontal line.
* Clipping
* Bit Rate
* Bit Depth
* Latency
* Frequency
* Amplitude
* Timbre
* Pitch
* Pan
* Lossless
* Lossy
* Filter