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Fundamentals of Digital Signal Theory

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Implementation

BubbleGen.m
This function is used to synthesize a single bubble.

Command window example:
```
signal =  bubbleGen(1000,0.1,0.8);
sound (signal);
```

liquidGen.m
This function is used to synthesize liquid sound.

Command window examples:
```
bubbles = liquidGen (2000,3,1); ----with cave drop effects
sound (bubbles);


bubbles = liquidGen (2000,3,2); ----with underwater effects
sound (bubbles);


bubbles = liquidGen (2000,3,0); ---- just liquid sound
sound (bubbles);
```

*Increasing bubble numbers to make the liquid sound more intensive.