

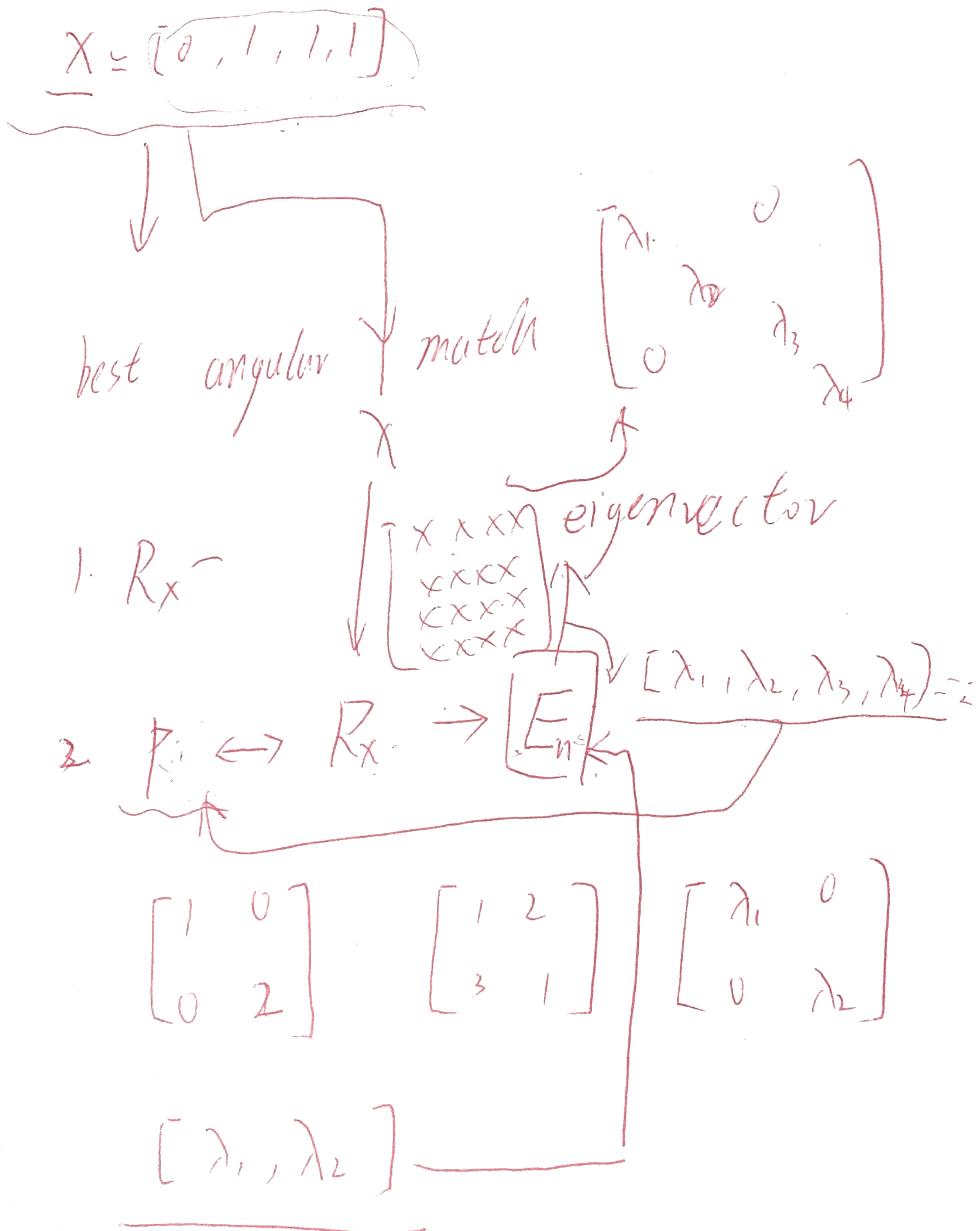
1. make function to get angle using pmusic
- (optional) 2. GUI using >> guide
3. try it in simulation

E) Given two string

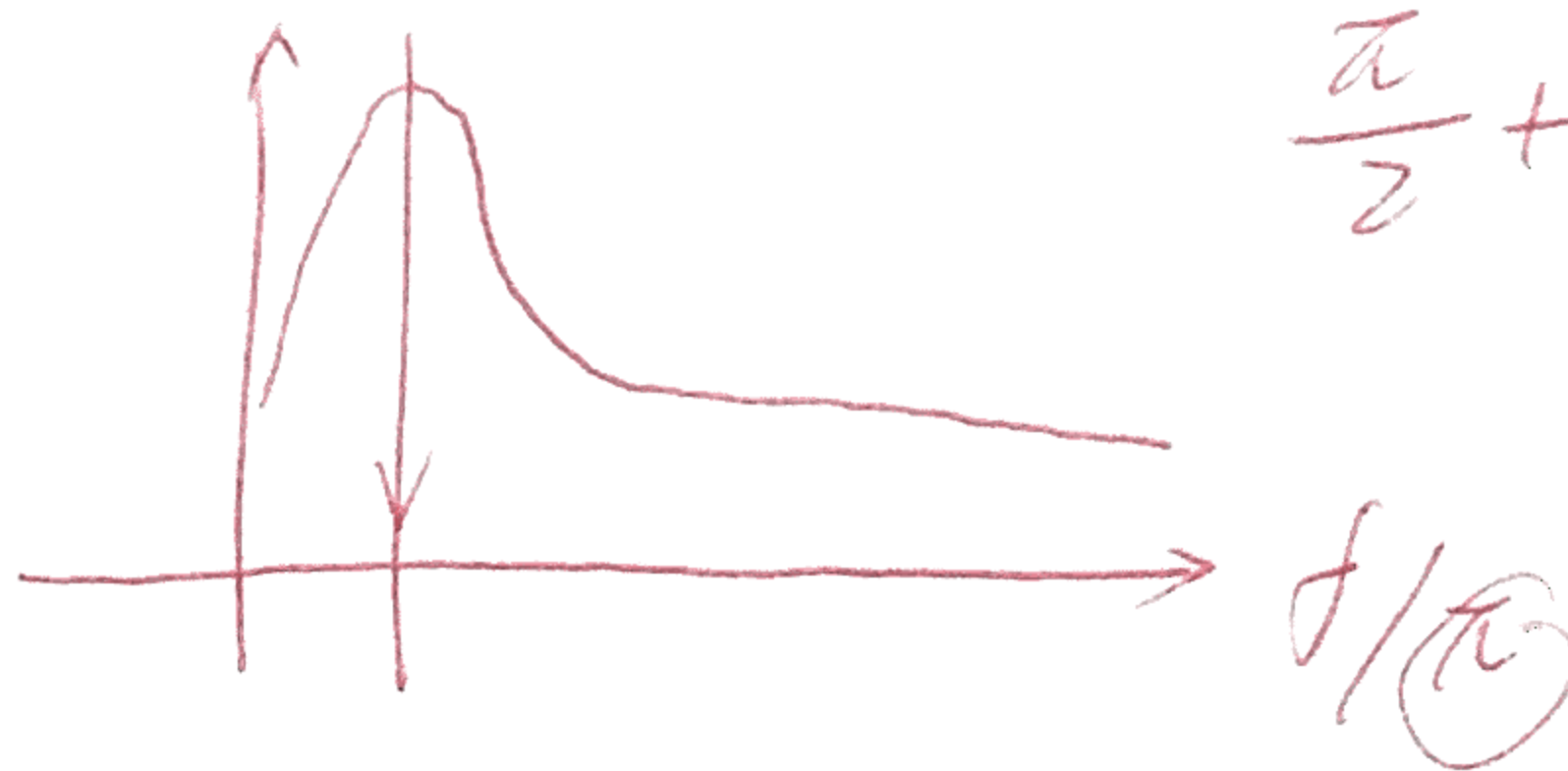
str1="C++";

str2="interesting";

- 1) Use the string class in C++ to append str2 to the end of str1 and store the result to str3.
- 2) Compare the str3 with str1 and print the comparison result.



an $2 \times (\pi)$



$$\frac{\pi}{2} + \frac{3\pi}{4} = \frac{5\pi}{4}$$

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Wiki → MUSIC → frequency

localization



$$\frac{5}{4}\pi \leftrightarrow \frac{\pi}{2}$$

$$\pi + \frac{\pi}{4}$$

$$\frac{5\pi}{4}$$

$$\frac{\pi}{4}$$

spatial parameters

$x(0, 1, 1, 1)$

↓ fft

$$\frac{3\pi}{2}$$

$$+ \frac{3\pi}{4}$$

$$= \frac{9\pi}{4}$$

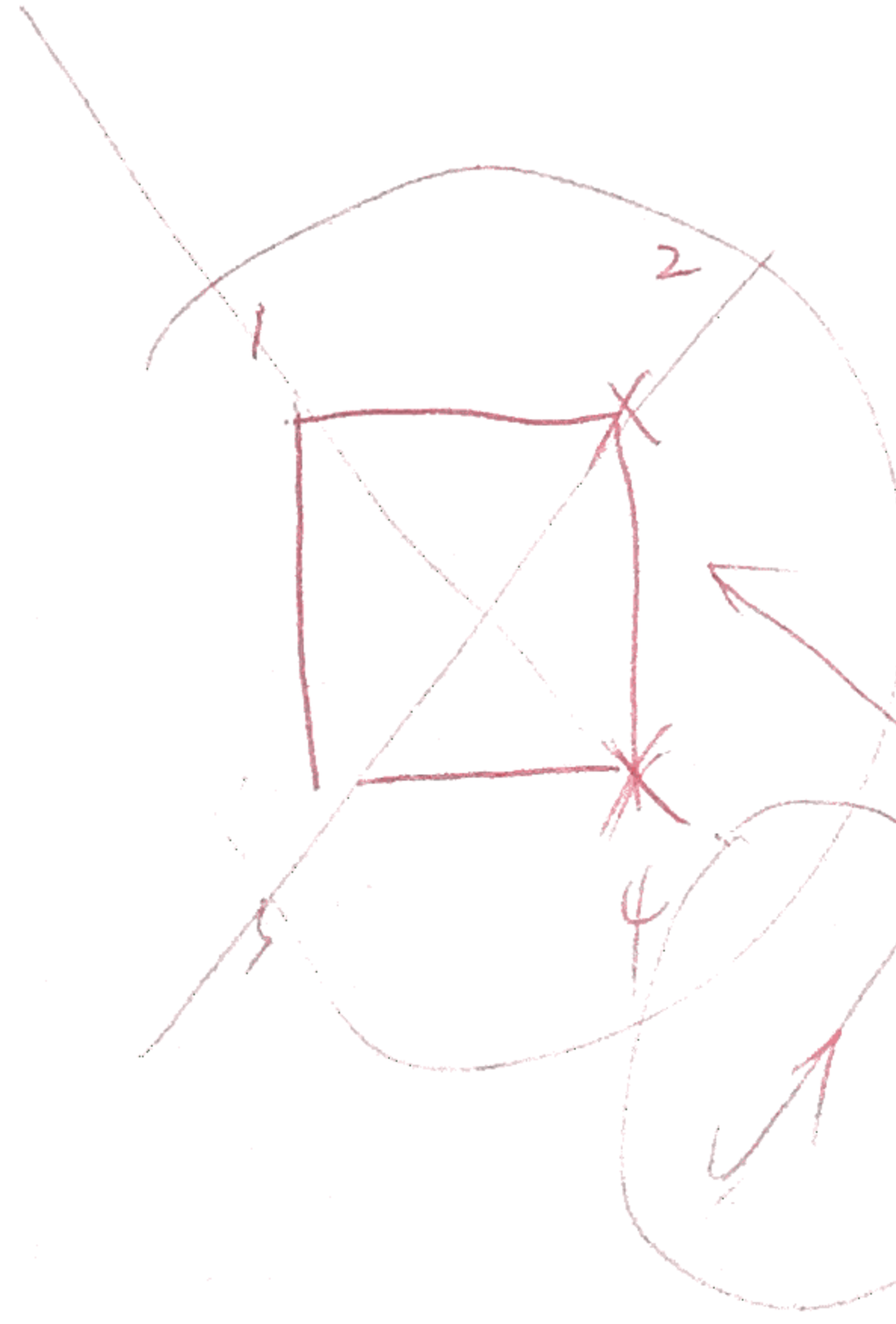
$$\text{mod}(2\pi)$$

$$0.5\pi$$

$$\frac{\pi}{2}$$

$(1, 0, 1, 1)$

→ π



$$\frac{3\pi}{2}$$

$(1, 1, 1, 0)$

$$\frac{\pi}{2}$$