oscillator challenge

- Issue

  Implement the following oscillator based on the sawtooth wave (sawtooth).

  1. square wave

$$square[n] = \begin{cases} 1 & (sawtooth[n] \geq 0) \\ -1 & (sawtooth[n] < 0) \end{cases}$$

  2. choppy sea

$$triangle[n] = 2 \times |sawtooth[n]| - 1$$

  3. pseudosine wave

$$pseudo\text{-}sine[n] = 4 \times sawtooth[n] \times (|sawtooth[n]| - 1)$$

  However, the sawtooth wave shall take values between -1 and 1.

- implementation procedure

  1. Add oscillator types Modify oscTypes in
     app/src/parameterDescriptor.js
  2. Process Implementation
     Add a case in processOscillator() in app/public/SynthesizerWorklet.js to implement waveform generation process.

     Please refer to the commit (URL) when adding a sine wave as a concrete example.

... and upwards