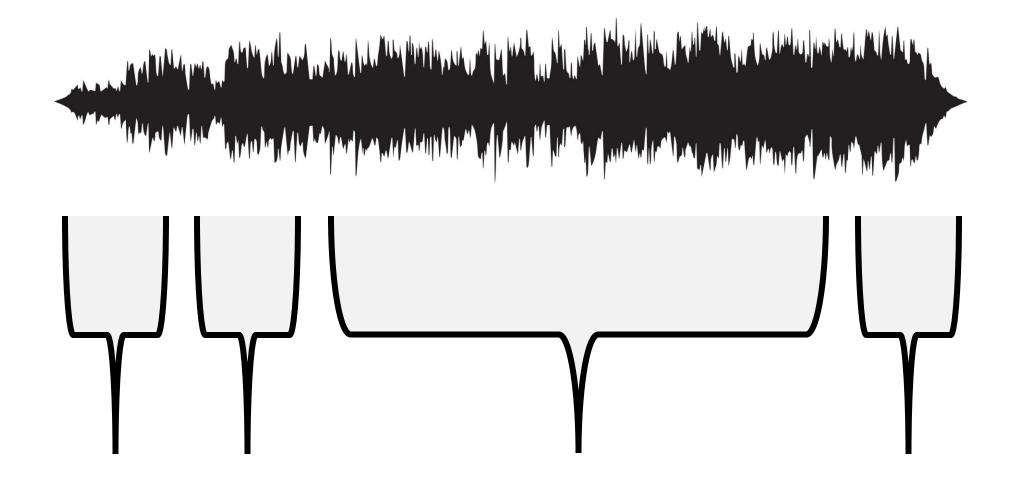
Sound wave (continuous function)



Recording (audio data)

sample

sample

. . .

sample