**Analysis of problem deriving of Pitch Detector**

# Web API

Find frequency from fft: <https://stackoverflow.com/questions/44502536/determining-frequencies-in-js-audiocontext-analysernode>

Resampling the AudioContext: <https://stackoverflow.com/questions/30031561/change-sample-rate-of-audiocontext-getusermedia>

Performing a FFT of size 2048\*8 I have the result of a spectrum in frequency with each element covers a bandwidth of 2.69 Hz, small enough to recognize half-tones.

With pure tones (that I can apply through the web API oscillators) there are some little errors in the small frequencies to the identification of the peak of energy. For example if I play A2 (110 Hz) the software recognise as the band with more energy [110.357666015625 - 113.04931640625] Hz