Effects:

Chorus:

Involves introducing a brief delay to the generated audio. Subsequently, the volume of the delay is gradually diminished to create the illusion of an echo. This chorus effect is achieved by combining multiple sounds.

Flanging:

Within the score file, the user stipulates the delay duration in seconds and manages the level to modulate the intensity of flanging.

Reverb:

Within the score file framework, users specify the rate and the mix of wet and dry signals in the realm of reverberation. The time aspect is once again measured in seconds. The synthesizer seamlessly combines ten frames, each amplified by a decay factor, with the most recent frame.

Grading:

10 - Component passes audio

20 - 1 Effect

30 - 3 Effects – 30/30 Points