

## LAB4\_Assignment

Observe the structure of `<lab4_exs2>`.

Consider the possibility of assigning an always different fundamental to the scale through the use of a `<random>` object. Moreover also the argument of the `<module>` object can be randomized creating scale fragments of always different lengths.

Starting from these observation write a patch that produces fragments of a major scale transposed at always different heights and of different lengths as in the example below:

