This is the customer, the user interface of the library wavelib.a. It controls the actions based on the input from the user. The general form of execution of the client is as follows:

./wavengine <-option> sound1.wav [sound2.wav sound3.wav …].

The option could be:

1. -list :

Displays the Header segment for each sound.wav file

1. -mono :

Converts a Stereo sound.wav into Mono. It keeps only the left channel of the original sound. It creates an output file named new-[sound].wav.

1. -mix

Combines the left channel of the first sound with the right channel of the second sound. It takes as input only two files and creates an output file named mix-[sound].wav.

1. -chop

Cuts a sound.wav for a specific duration and creates an output file named chopped-[sound].wav

1. -reverse

Reverses a sound.wav file. More specific it reverses the data of a sound.wav and creates an output file named reverse-[sound].wav

1. -similarity

Finds the similarity distance between two sound.wav files. It calculates the distance by using the Euclidean Distance method and the LCSS Distance method. It displays the two distances.

1. -encodeText

Encodes a text into a sound.wav in a way that you will not spot any difference and creates an output file named new-[sound].wav.

1. -decodeText

Decodes a sound.wav that it has been encoded by using the method encodeText and recovers the text to the output file.

1. -merge

Merges two sound.wav audio files. It adds the second audio file at the end of the first one and creates an output file named merge-[sound1]-[sound2].wav.