Take SinHertz, distanceFromPinger, pulseTime, arrayLength, timeBetweenPulses and an array c.

Let timeDelay = distanceFromPinger / SPEEDOFSOUNDINWATER

Until i = arrayLength:

Put zero into c until i = timeDelay.

Then put in pulseTime\*SAMPLINGFREQUENCY data entries that vary depending on SinHertz, and distanceFromPinger

(We are using Inverse Squared Law as found on <http://en.wikipedia.org/wiki/Underwater_acoustics#Propagation_of_sound> and <http://en.wikipedia.org/wiki/Near_and_far_field>.)

When we get out of pulseTime, add n by 1.