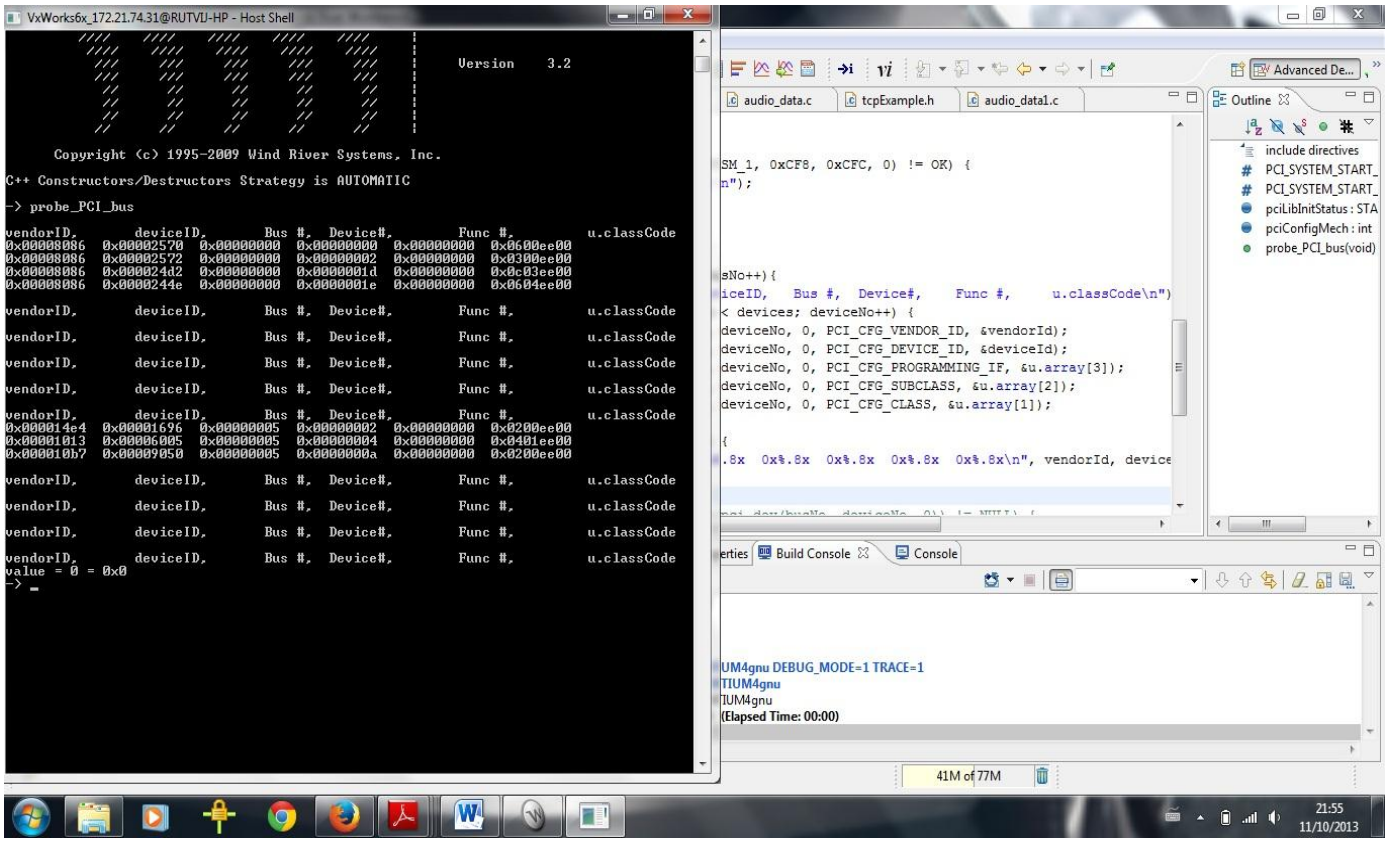
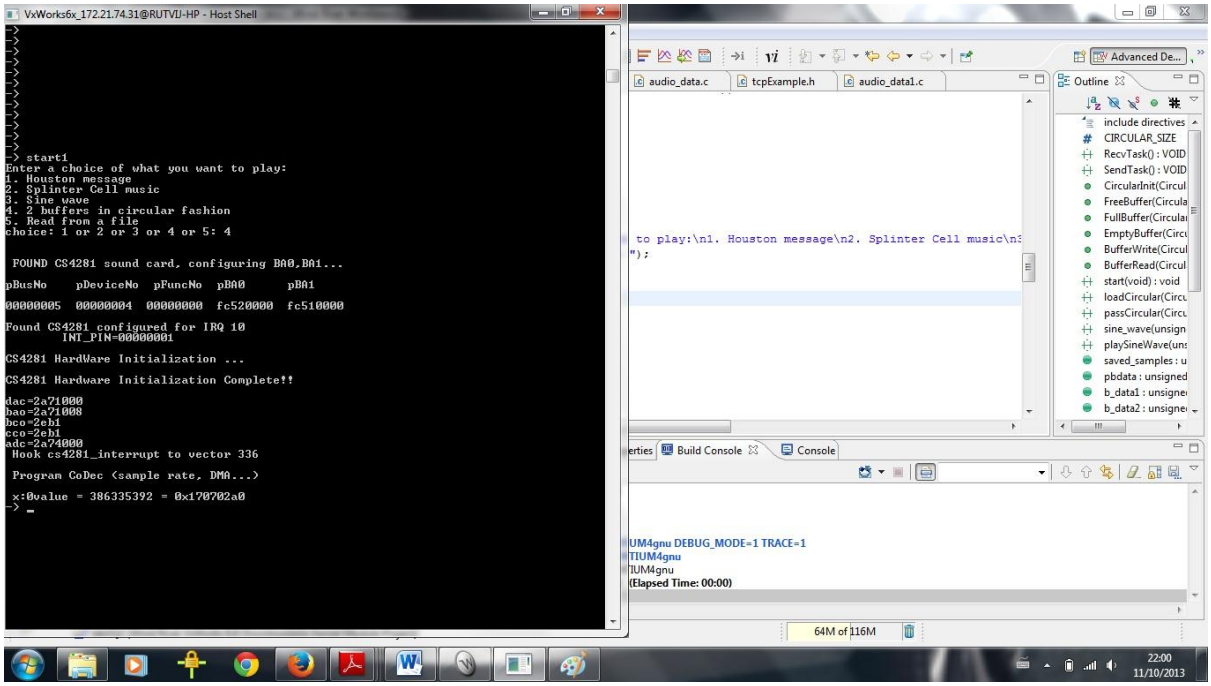
LAB 3 REPORT

Q1.



The Cirrus Logic CS4281 Sound card in attached to bus number 5 as shown in the above screenshot.

Q2.



playSound() is the API which I created to pass buffers to the driver. It is called internally for the first time. The buffers are passed in the form of choices earlier displayed on running the program. The API playSound() can be called dynamically to change the audio being played.

Q3.

Circular buffer is implemented to pass more than one buffer in a circular fashion. I successfully applied another approach to this problem in which the data to be played is extracted from a text file stored in the /tgtsvr/filename.txt location and the file accessed and played in a circular fashion.

Q4.

The API playSineWave () can be called dynamically to play the particular frequency sine wave. The change in the frequency occurs dynamically without interruption with an instanteneous change in the audible frequency.

LAB 3 Sign Off Sheet ECEN 4/5623

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Question 3:

Probing the PCI bus to find all devices

[ ] Average [ ] Good [✓] Excellent

Question 4:

a) Sound driver can play the sample sound correctly

[ ] Average [ ] Good [✓] Excellent

b) API implementation

[ ] Average [ ] Good [✓] Excellent

Question 5: Playing multiple sounds in a circular fashion

[ ] Average [ ] Good [✓] Excellent

Grad Question:

a) Able to play 'sine' waveform correctly

[ ] Average [✓] Good [ ] Excellent

b) Allow to change the frequency of the sine wave dynamically

[ ] Average [ ] Good [✓] Excellent

Signature and Date:- Sayitha 11/10/13

Comments:

Used circular buffer for question 5