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1  package Assign_5_B;
2
3  import Media.*;           // for Pictures and Sounds
4  import java.awt.*;        // for Color objects and methods
5  import static java.lang.Math.*; // for math constants and functions
6  import static java.awt.Color.*; // for Color constants
7
8
9  /** This class is supposed to create an echo effect on a sound clip, however I
10 could not produce the full echo effect.
11  *
12  * @author Sawyer Fenwick st # 6005011
13  * @version 1.0 Novemeber 18 2016
14  */
15
16 public class Echo {
17     // instance variables
18     private SoundPlayer player;
19
20     /** This constructor creates a and places a sound on a sound player, allowing
21 the user to hear it before
22     * creating the echo effect. It runs the echoSound method which creates a new
23 sound which is an echo of the
24     * original sound file.*/
25
26     public Echo ( ) {
27
28         Sound original;
29         Sound echoSound;
30         // local variables
31
32         player = new SoundPlayer();
33         original = new Sound();
34         player.placeSound(original);
35         player.waitForUser();
36         echoSound = echo(original, 0.50, 0.25);
37         player.placeSound(echoSound);
38
39         player.close();
40         // statements including call to method
41
42     }; // constructor
43
44     // methods
45     private Sound echo (Sound aSound, double delay, double factor){
46
47         int num = aSound.getNumSamples();
48         int rate = aSound.getSampleRate();
49         int delayNum = (int)(rate*delay);
50         int total = delayNum + num;
51
52         int counter = 0;
53         int counter2 = delayNum;
54         int counter3 = num;
55
56         Sound result = new Sound(total, aSound);
57         result.save();
58
59         //part one "This"
60         for(int j = 0; j < delayNum - 1; j++){
61             int amp = aSound.getSample(j).getAmp();
62             result.getSample(counter).setAmp(amp);
63             counter = counter + 1;
64         }
65         //part two "This + This is a test"
66         for(int x = 0; x < num - 1; x++){
67             int ampEcho = (int)(aSound.getSample(x).getAmp()*factor);
68             int ampRest = aSound.getSample(x).getAmp() - aSound.getSample(x).getAmp()
69 - delayNum;

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66         int amp = ampEcho + ampRest;
67         result.getSample(counter).setAmp(amp);
68         counter = counter + 1;
69
70         /* if(x == num -1){
71         for(int y = num; y < total - 1; y++){
72             int ampFinal = (int)(aSound.getSample(y).getAmp()*factor);
73             result.getSample(counter3).setAmp(ampFinal);
74             counter3 = counter3 + 1;
75         }
76         }*/
77     }
78
79     //My attempts at getting the 3rd part (the echo) of the program to run
80
81
82     //part three "This + This is + is + a + a + test + test"
83     /*      for(int y = 0; y < total - 1; y++){
84     int amp1 = (int)(aSound.getSample(y).getAmp()*factor);
85         int ampR = aSound.getSample(y).getAmp() - num;
86         int ampFinal = amp1 + ampR;
87         result.getSample(counter).setAmp(ampFinal);
88         counter = counter + 1;
89     }*/
90
91     //PART THREE?
92
93     /*      for(int y = num; y < total - 1; y++){
94     *
95         int amp = (int)(aSound.getSample(y).getAmp()*factor);
96         int ampRest = aSound.getSample(y).getAmp() - aSound.getSample(y).getAmp()
- num;
97         result.getSample(counter3).setAmp(amp);
98         counter3 = counter3 + 1;
99     } */
100
101
102     //part three
103     /*      for(int i = 0; i < total - 1; i++){
104     int ampRest = aSound.getSample(i).getAmp() - aSound.getSample(i).getAmp() -
num;
105         int amp = (int)(ampRest*factor);
106         result.getSample(counter).setAmp(amp);
107         counter = counter + 1;
108     } */
109
110     /*      for (Sample s : aSound){
111         int amp = s.getAmp;
112         s.setAmp((int)(amp*factor));
113     } */
114
115     return result;
116
117 } // echo
118
119
120 public static void main ( String[] args ) { Echo s = new Echo(); };
121
122
123 } // Echo

```