# Software Engineering II - Group 6 - Homework 2

Bauhaus-Universität Weimar, 07.11.2022

## 1. What went well?

Implementing the window with java swing was astoundingly easy. Other libraries, such as AudioInputStreams, were a huge help as well and made the implementation faster.

## 2. What didn't go so well?

After the initial shock of having to change our project, we had very little motivation to work on the new one. It was hard to divide this project into subtasks and start coding. The workload of this project was also way too big for two people especially considering we only require 4.5ECTS. So we had to prioritize and only implement the core functionality.
We decided to use another github repository, because the invite link had expired for the repo originally provided. One group member also had problems merging two branches via the IDE interface, but we managed to work around it.
Sadly, we couldn't implement true sound curves, because that would make the program extremely complicated. In the future we could consider approximating curves of sound waves, however with the wav creation code we have at the moment, frequencies must remain constant.

## 3. What have we learned?

We have learned how to use a buffer, how to write, save .wav files and use java swing. In addition to that, we developed a method to concatenate the audio files we created.
We do not particularly like java (although it is considerably better than python).

## 4. What still puzzles us?

What exact goal does this project have? It is unclear from the worksheet what the end users will be like. Is it to experiment with sounds and like a little game? Or should it be a tool to compose music or something completely

entirely different? Also confusing, is drawing sound as a wave, because sounds itself are waves.
The concatenation and creation of .wav files requires the use of AudioInputStreams. Despite having successfully implemented them, it is still a mystery to us how exactly they function.