**APPENDIX 2**

**SIMULATION OF COCHLEAR IMPLANT IN JUCE**

This appendix contains the JUCE classes that were used to create a simulation of a cochlear implant. This was accomplished by creating an array of 8 band pass filters, with their center frequencies logarithmically spaced. The simulation was implemented as a JUCE plugin which was built for Unity. This appendix contains the following C++ files:

1. PluginProcessor.h is the parent class of the plugin and contains definitions for the member functions and variables implemented in the plugin.
2. PluginProcessor.cpp drives the plugin and is the place where the filter computations take place.