# CSD2a Eindopdracht Irregular Beat generator

```
kick [1, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0] snare [0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1] hihat [0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1]
```

```
kick [1, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0] snare [0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 1, 0, 1, 1] hihat [0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1]
```

Reflectie