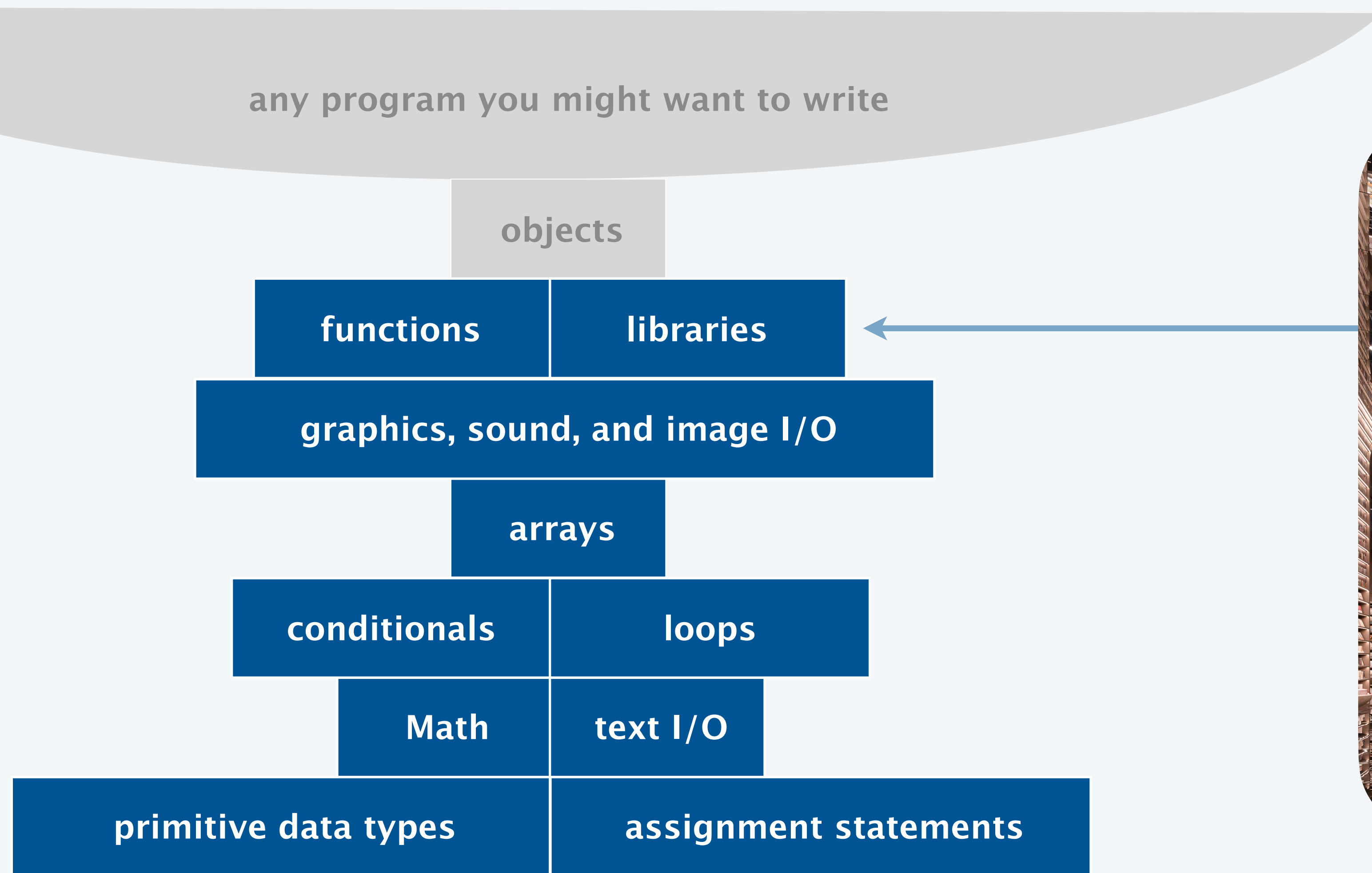


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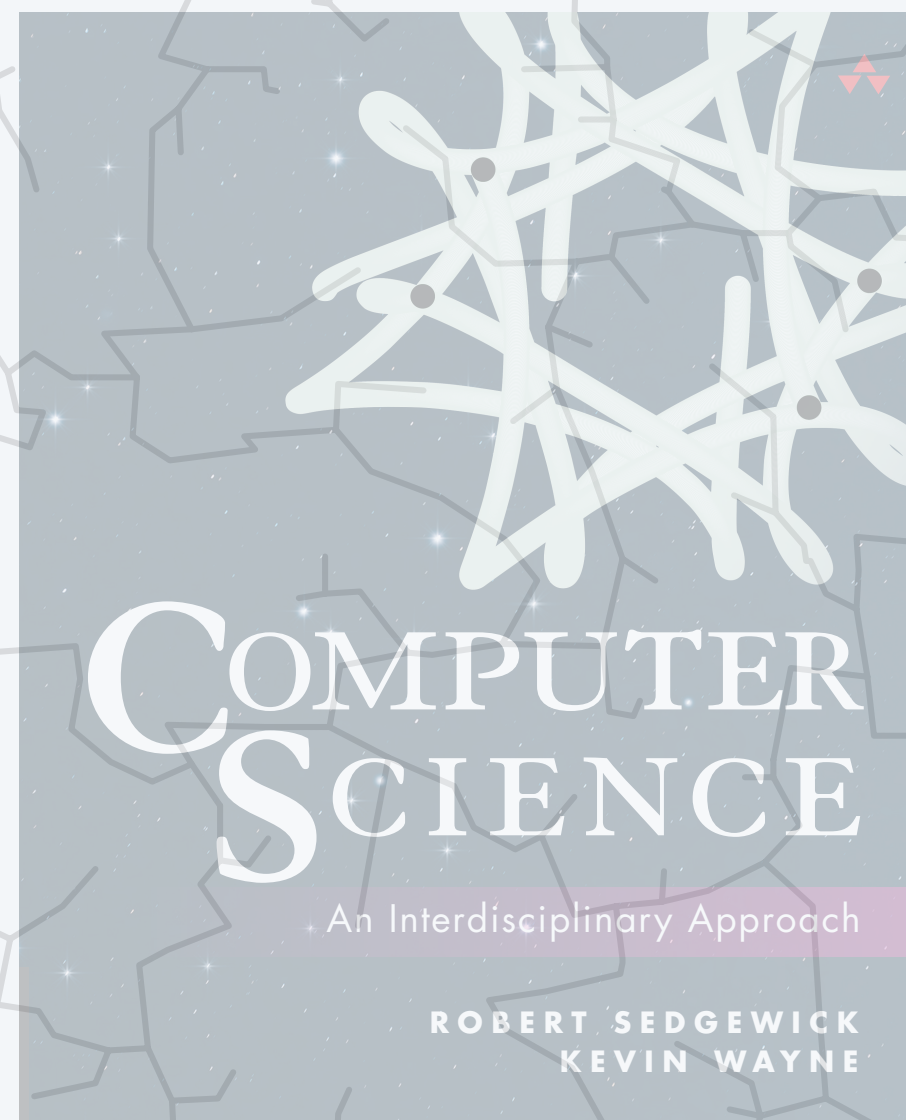
2.2 LIBRARIES AND CLIENTS

- ▶ *random number library*
- ▶ *designing libraries*
- ▶ *sound synthesis*
- ▶ *synthesizer library*

Basic building blocks for programming



build reusable libraries



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2.2 LIBRARIES AND CLIENTS

- ▶ *random number library*
- ▶ *designing libraries*
- ▶ *sound synthesis*
- ▶ *synthesizer library*

```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
             // guaranteed to be random.
}
```

<https://xkcd.com/221/>

Goal. Design a **library** to generate pseudo-random numbers.

```
public class StdRandom
```

```
static double uniformDouble()
```

real number between 0 and 1

```
static double uniformDouble(double lo, double hi)
```

real number between lo and hi

```
static boolean bernoulli(double p)
```

true with probability p, false otherwise

```
static int uniformInt(int n)
```

integer between 0 and n-1

```
static double gaussian()
```

normal with mean 0 and stddev 1

```
static double gaussian(double mu, double sigma)
```

normal with mean mu and stddev sigma

```
static void shuffle(String[] a)
```

shuffle the string array a[]

```
static int discrete(int[] freq)
```

i with probability proportion to freq[i]

```
⋮
```

⋮

Standard random implementation: random numbers from various distributions

```
public class StdRandom {
```

```
    public static double uniformDouble() {  
        return Math.random();  
    }
```

*calls a method
(in a different class)*

```
    public static double uniformDouble(double lo, double hi) {  
        return lo + (uniformDouble() * (hi - lo));  
    }
```

```
    public static boolean bernoulli(double p) {  
        return uniformDouble() < p;  
    }
```



```
    public static int uniformInt(int n) {  
        return (int) (uniformDouble() * n);  
    }
```



```
    :  
}
```

*calls a method
(in the same class)*

*you could re-implement
these methods in each program,
but now you don't have to!*

Standard random implementation: random numbers from a Gaussian distribution

```
public class StdRandom {
```

```
    public static double gaussian() {
```

```
        double r, x, y;
```

```
        do {
```

```
            x = uniformDouble(-1.0, 1.0);
```

```
            y = uniformDouble(-1.0, 1.0);
```

```
            r = x*x + y*y;
```

```
        } while (r >= 1 || r == 0);
```

```
        return x * Math.sqrt(-2 * Math.log(r) / r);
```

```
    }
```

```
    public static double gaussian(double mu, double sigma) {
```

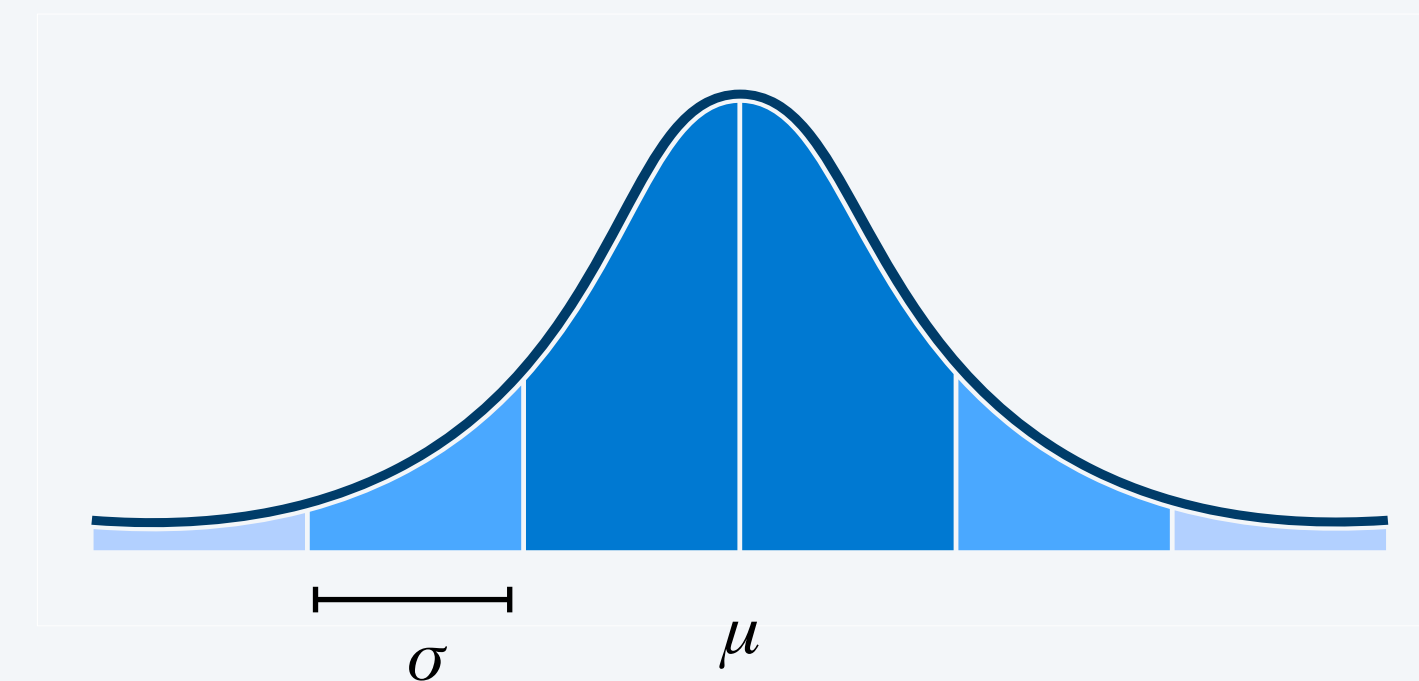
```
        return mu + gaussian() * sigma;
```

```
    }
```

```
    :
```

```
}
```

← *can call a method without
knowing how it is implemented*



Standard random implementation: shuffling the elements in an array

```
public class StdRandom {
```

```
    private static void exch(String[] a, int i, int j) {  
        String temp = a[i];  
        a[i] = a[j];  
        a[j] = temp;  
    }
```

*private helper method
(cannot be called from outside this class)*

```
    public static void shuffle(String[] a) {  
        for (int i = 0; i < a.length; i++) {  
            int r = uniformInt(i+1);  
            exch(a, i, r);  
        }  
    }
```

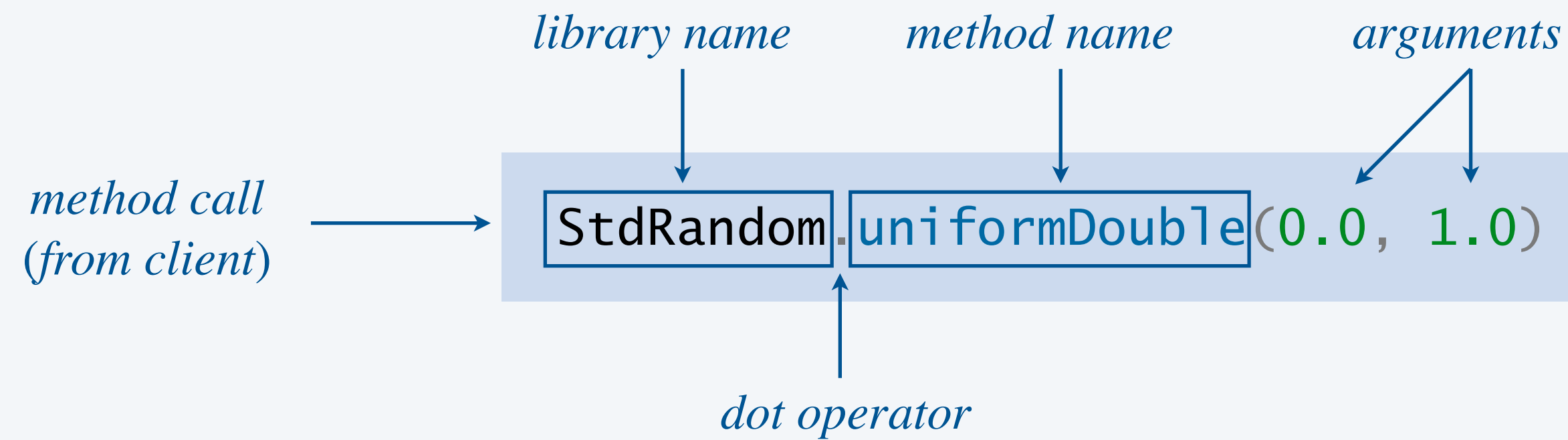


*calls a private method
(in the same class)*

```
    :  
}
```

Calling a library function

Calling from a client. Specify library name, dot operator, function name, and arguments.



Note. Must use fully qualified name if calling a function from another file.

Standard random clients

StdRandom client 1

```
public class Shuffle {  
    public static void main(String[] args) {  
        StdRandom.shuffle(args);  
        for (int i = 0; i < args.length; i++) {  
            StdOut.print(args[i] + " ");  
        }  
        StdOut.println();  
    }  
}
```



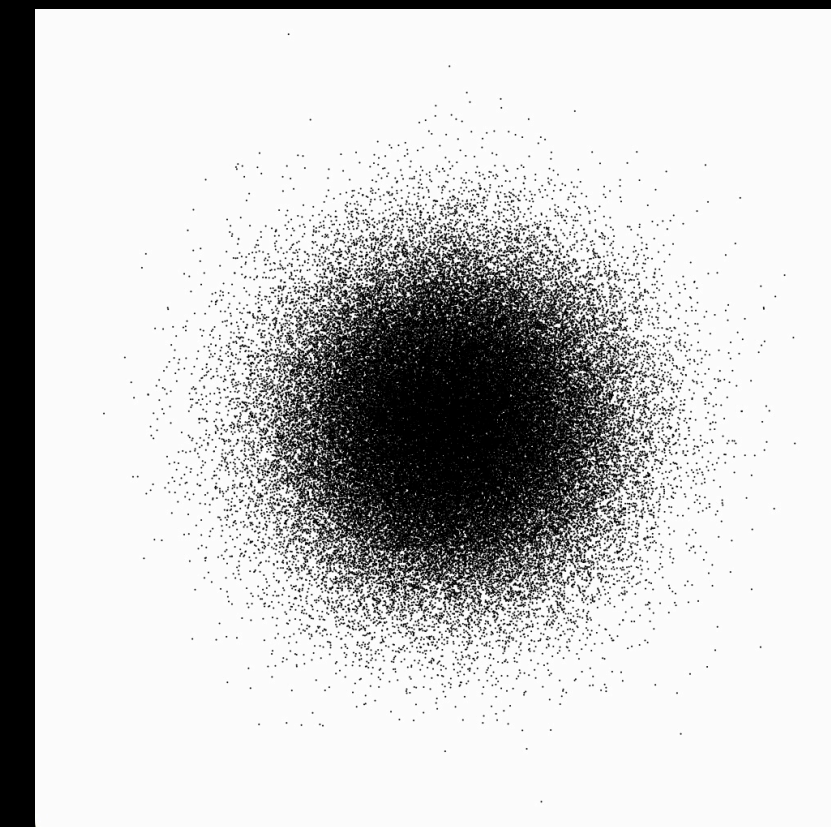
```
~/cos126/libraries> java-introcs Shuffle A B C D E  
E A D B C  
  
~/cos126/libraries> java-introcs Shuffle A B C D E  
C A E B D  
  
~/cos126/libraries> java-introcs Shuffle 2C 2D 2H ... AS  
4S 2D AC 9H QH 8C ... JS 4H 2S
```

StdRandom client 2

```
public class RandomPoints {  
    public static void main(String[] args) {  
        int n = Integer.parseInt(args[0]);  
        for (int i = 0; i < n; i++) {  
            double x = StdRandom.gaussian(0.5, 0.1);  
            double y = StdRandom.gaussian(0.5, 0.1);  
            StdDraw.point(x, y);  
        }  
    }  
}
```



```
~/cos126/libraries> java-introcs RandomPoints 100000
```





What is the probability that the following code fragment prints "Paper" ?

- A. 0
- B. 2 / 9
- C. 1 / 4
- D. 1 / 3
- E. 4 / 9

```
if (StdRandom.uniformInt(3) == 0) {  
    System.out.println("Rock");  
}  
else if (StdRandom.uniformInt(3) == 1) {  
    System.out.println("Paper");  
}  
else {  
    System.out.println("Scissors");  
}
```





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2.2 LIBRARIES AND CLIENTS

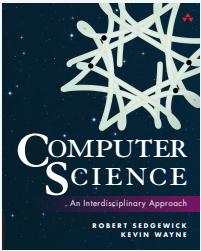

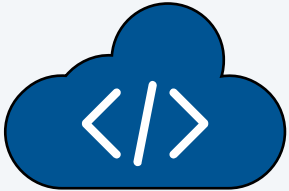
- ▶ *random number library*
- ▶ *designing libraries*
- ▶ *sound synthesis*
- ▶ *synthesizer library*

Libraries

Def. A **module** is a set of functions stored in a single file.

Def. A **library** is a module whose primary purpose is for use by other programs.

← definitions for this course

library	description	example method call	source	logo
StdRandom	<i>generate random numbers</i>	StdRandom.uniformInt(6)	textbook	
StdDraw	<i>draw geometric shapes</i>	StdDraw.circle(0.5, 0.5, 0.25)		
Math	<i>compute mathematical functions</i>	Math.sqrt(2.0)	Java system	
java.util.Arrays	<i>manipulate arrays</i>	Arrays.sort(a)		
Gaussian	<i>compute Gaussian pdf and cdf</i>	Gaussian.pdf(3.0)	user-defined	
SayNumber	<i>speak numbers</i>	SayNumber.sayInteger(126)		
⋮	⋮		⋮	

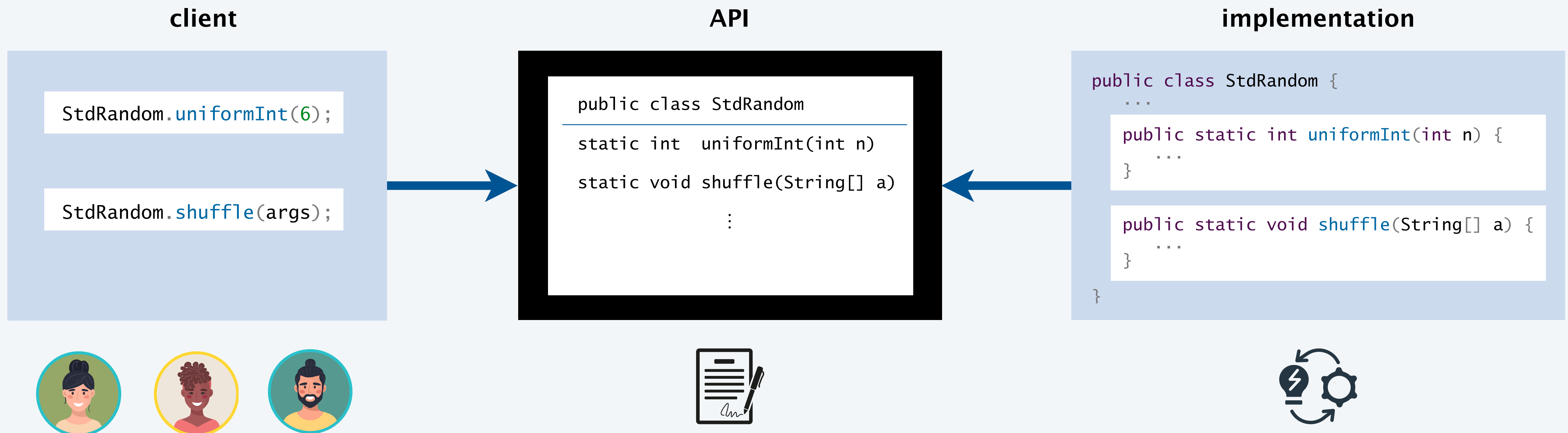
API, client, and implementation

Application programming interface (API). Specifies method headers and behavior for a library.

Implementation. Program that implements the methods in an API.

Client. Program that uses a library through its API.

*contract between
client and implementation*



API, client, and implementation

Application programming interface (API). Specifies method headers and behavior for a library.

Implementation. Program that implements the methods in an API.

Client. Program that uses a library through its API.

client



API



implementation



Encapsulation

Encapsulation. Separating clients from implementation details by **hiding information**.

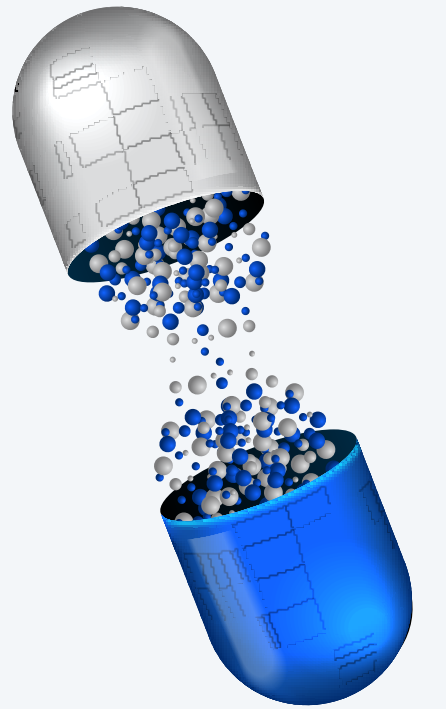
Principle. A client does not need to know **how** a method is implemented in order to use it.

Benefits.

- Can develop client code and implementation code independently.
- Can change implementation details without breaking clients.

Private access modifier. Designates a method as not for use by a client.

- API does not list *private* methods.
- Compile-time error for client to call a *private* method.
- Advantage: implementation can add/remove *private* methods without impacting clients.



Accessing a library

Java classpath. Places where Java looks for user-defined libraries (and other resources).

- Simplest: put library .class file in same directory as client program.
- Best practice: bundle library .class files in a .jar file; add .jar file to Java classpath. ← *stdlib.jar contains:*

StdRandom.class
StdIn.class
StdOut.class
StdDraw.class
StdPicture.class
StdAudio.class
⋮

```
~/cos126/libraries> javac Shuffle.java
Shuffle.java:3: error: cannot find symbol
    StdRandom.shuffle(args);
                ^
~/cos126/libraries> javac-introcs Shuffle.java
~/cos126/libraries> java-introcs Shuffle A B C D E
C A E B D
```

*adds stdlib.jar
to Java classpath*

Unit testing

Best practice. Include a *main()* method in each class as a test client.

- Call each public method at least once.
 - Use result to check behavior.
 - Identify failed tests programmatically.
- ← *minimum requirements
(in this course)*

```
public class StdRandom {  
    :  
  
    public static void main(String[] args) {  
        int n = Integer.parseInt(args[0]);  
        for (int i = 0; i < n; i++) {  
            StdOut.printf("%8.5f ", uniformDouble(10.0, 99.0));  
            StdOut.printf("%5b " , bernoulli(0.5));  
            StdOut.printf("%2d " , uniformInt(100));  
            StdOut.printf("%7.5f ", gaussian(9.0, 0.2));  
            StdOut.println();  
        }  
        : ← unit tests for shuffle()  
            and other methods  
    }  
}
```

```
~/cos126/libraries> java-introcs StdRandom 5  
85.06009 false 8 8.88418  
22.97440 true 40 9.18536  
19.46492 false 28 8.89026  
53.62835 true 90 8.90420  
85.72239 false 5 8.78333  
...  
↑  
executes main()  
defined in this class  
↑  
looks plausible  
(between 0 and 99)
```


Method header comments

Best practice. Every method should include a comment before the method header.

- Describe its purpose.
- Use names of parameter variables in description.
- Identify parameters, return value, and exceptions using Javadoc tags.

← *minimum requirements
(in this course)*

```
/**
 * Returns a random integer uniformly in [0, n).
 *
 * @param n number of possible integers
 * @return a random integer uniformly between 0 (inclusive) and n (exclusive)
 */
public static int uniformInt(int n) {
    return (int) (Math.random() * n);
}
```

← *Javadoc tags*

Javadoc. Automatically generates API and documentation from Javadoc comments.

Class StdRandom

Object
StdRandom

```
public final class StdRandom  
extends Object
```

Overview. The StdRandom class provides static methods for generating random number from various discrete and continuous distributions, including uniform, Bernoulli, geometric, Gaussian, exponential, Pareto, Poisson, and Cauchy. It also provides method for shuffling an array or subarray and generating random permutations.

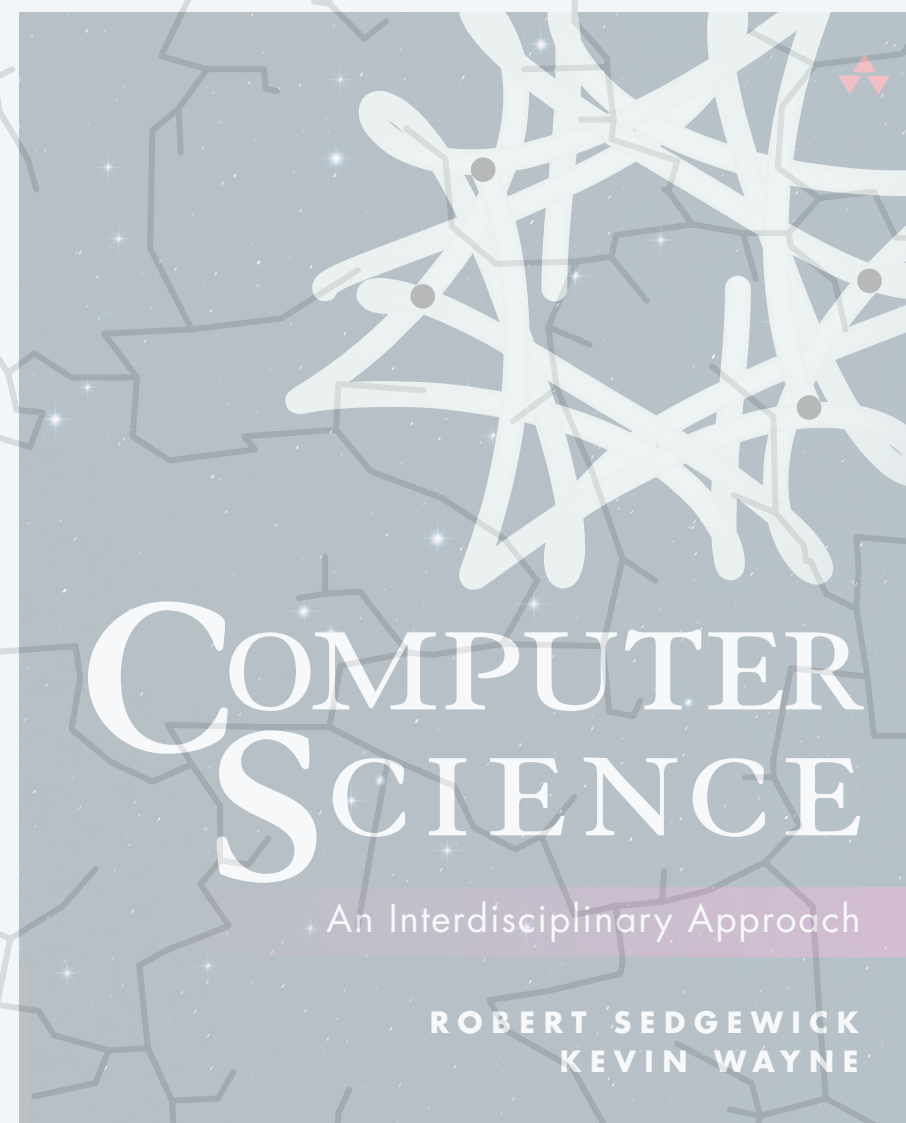
Conventions. By convention, all intervals are half open. For example, `uniformDouble(-1.0, 1.0)` returns a random number between `-1.0` (inclusive) and `1.0` (exclusive). Similarly, `shuffle(a, lo, hi)` shuffles the `hi - lo` elements in the array `a[]`, starting at index `lo` (inclusive) and ending at index `hi` (exclusive).

Performance. The methods all take constant expected time, except those that involve arrays. The *shuffle* method takes time linear in the subarray to be shuffled; the *discrete* methods take time linear in the length of the argument array.

Additional information. For additional documentation, see [Section 2.2](#) of *Computer Science: An Interdisciplinary Approach* by Robert Sedgewick and Kevin Wayne.

Author:

Robert Sedgewick, Kevin Wayne



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2.2 LIBRARIES AND CLIENTS

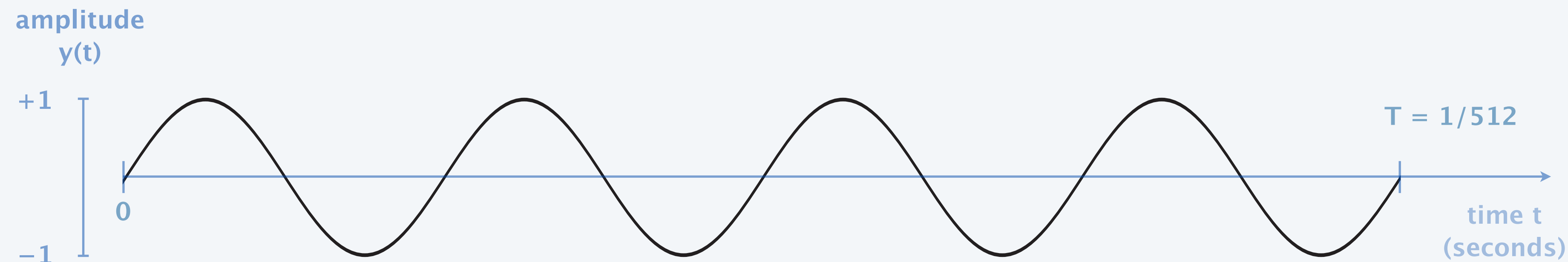
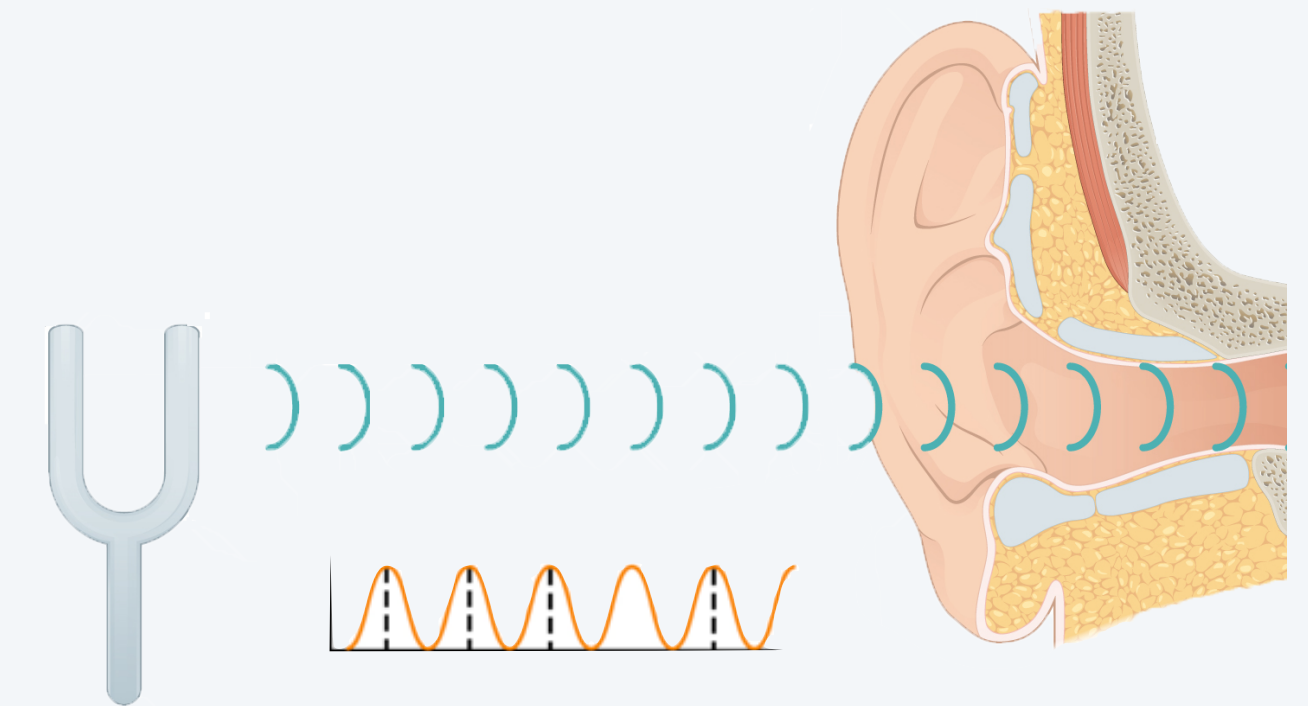
- *random number library*
- *designing libraries*
- *sound synthesis*
- *synthesizer library*



Sound is the perception the vibration of our eardrums.

Audio signal. Real-valued (between -1 and $+1$) function of time.

Pure tone. Sound wave defined by the sine function of given *frequency*, *amplitude* and *duration*.



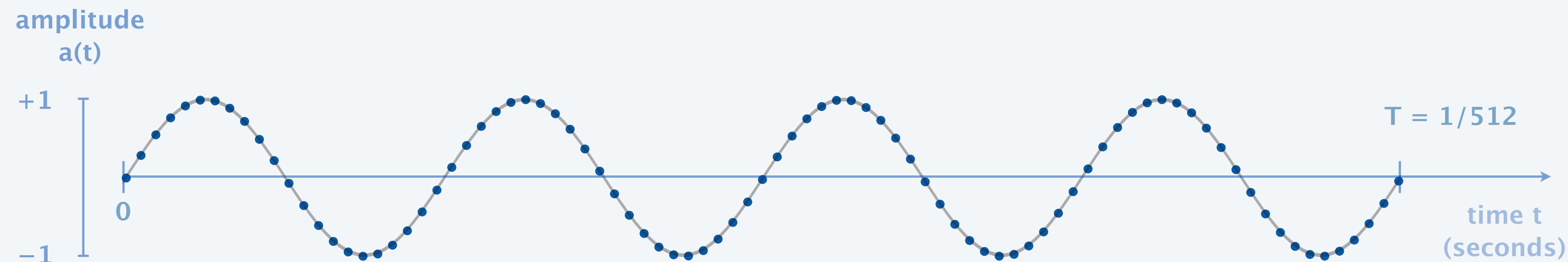
$$y(t) = \sin(2\pi \cdot 2048 \cdot t), \quad 0 \leq t \leq T$$

Review: audio sampling

Goal. Convert a continuous-time signal into a discrete-time signal.

- A **sample** is a signal value at specific point in time.
- Take samples at **evenly spaced points**.

← *model sound with an array of
real numbers between -1 and +1
(using 44,100 samples per second)*



$$y(t) = \sin(2\pi \cdot 2048 \cdot t), \quad 0 \leq t \leq T$$

$$a(t) = \sin(2\pi \cdot 2048 \cdot t), \quad t = \frac{0}{44100}, \frac{1}{44100}, \frac{2}{44100}, \dots$$

StdAudio. Our library for playing, reading, and saving digital audio.

```
public class StdAudio
```

<code>static int</code>	<code>SAMPLE_RATE</code>	<i>44,100 (CD quality audio)</i>
<code>static void</code>	<code>play(String filename)</code>	<i>play the audio file</i>
<code>static void</code>	<code>playInBackground(String filename)</code>	<i>play the audio file in the background</i>
<code>static void</code>	<code>play(double sample)</code>	<i>play the sample</i>
<code>static void</code>	<code>play(double[] samples)</code>	<i>play the samples</i>
<code>static double[]</code>	<code>read(String filename)</code>	<i>read the samples from an audio file</i>
<code>static void</code>	<code>save(String filename, double[] samples)</code>	<i>save the samples to an audio file</i>
	<code>:</code>	<code>:</code>



```
public class Synth {
```

implementation

```
    public static int numberOfSamples(double duration) {  
        return (int) (StdAudio.SAMPLE_RATE * duration);  
    }
```

← *utility method*

```
    private static double sine(double freq, double t) {  
        return Math.sin(2 * Math.PI * freq * t);  
    }
```

← *for internal use only
(private helper methods)*

```
    public static double[] sineWave(double freq, double amplitude, double duration) {  
        int n = numberOfSamples(duration);  
        double[] a = new double[n];  
        for (int i = 0; i < n; i++) {  
            double t = 1.0 * i / StdAudio.SAMPLE_RATE;  
            a[i] = amplitude * sine(freq, t);  
        }  
        return a;  
    }
```

← *sample at n equally
spaced points*



client

```
double[] a = Synth.sineWave(2048.0, 0.5, 3.0);  
StdAudio.play(a);
```

$$a(t) = A \sin(2\pi \cdot f \cdot t), \quad t = \frac{0}{44100}, \frac{1}{44100}, \frac{2}{44100}, \dots$$



What sound will the following code fragment produce?

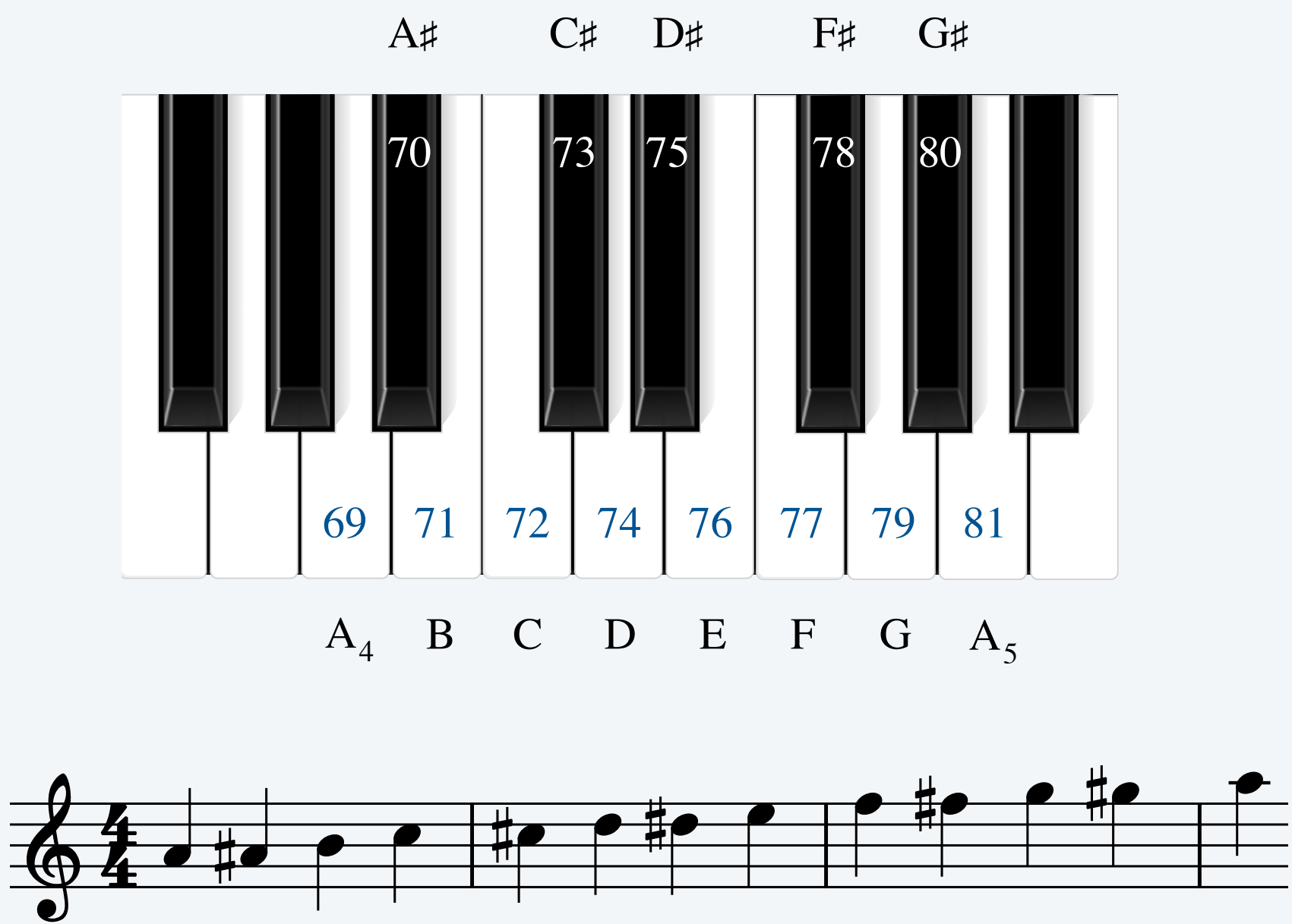
```
double freq = 17400.0;  
double amplitude = 0.5;  
double duration = 10.0;  
double[] a = Synth.sineWave(freq, amplitude, duration);  
StdAudio.play(a);
```



- A. Extremely high-pitched sound.
- B. Inaudible.
- C. Ultrasonic weapon.
- D. All of the above.



- **Concert A** is 440 Hz.
- An **octave** is the interval between a note and one with twice its frequency.
- Octave is divided into 12 notes on a logarithmic scale. ← “*twelve-tone equal temperament*”



note	MIDI (<i>m</i>)	frequency (Hz) ($440 \times 2^{(m-69)/12}$)	sine wave
A ₄	69	440	
A# / B \flat	70	466.16	
B	71	493.88	
C	72	523.25	
C# / D \flat	73	554.37	
D	74	587.33	
D# / E \flat	75	622.25	
E	76	659.26	
F	77	698.46	
F# / G \flat	78	739.99	
G	79	783.99	
G# / A \flat	80	830.61	
A ₅	81	880	



Which of the following converts from MIDI note number to frequency?

A.

```
private static double midiToFrequency(int midi) {  
    return 440 * Math.pow(2, (midi - 69) / 12);  
}
```

B.

```
private static double midiToFrequency(int midi) {  
    return 440.0 * 2.0 ^ ((midi - 69.0) / 12.0);  
}
```

$$frequency = 440 \times 2^{(midi - 69) / 12}$$

C. Both A and B.

D. Neither A nor B.



Goal. Add methods (and constants) to library that many clients might want to use.

Musical Instrument Digital Interface (MIDI). Digital music standard.

Class constant.

- Declare and initialize “variable” outside of any method, using *final* and *static* modifiers.
- Access modifier can be *public* or *private*.
- Java naming convention: use *SCREAMING_SNAKE_CASE*.

```
public class Synth {  
    public static final double CONCERT_A = 440.0;  
  
    private static double midiToFrequency(int midi) {  
        return CONCERT_A * Math.pow(2, (midi - 69) / 12.0);  
    }  
  
    ...  
}
```

← *class constant*
(static variable)

$frequency = 440 \times 2^{(midi - 69) / 12}$

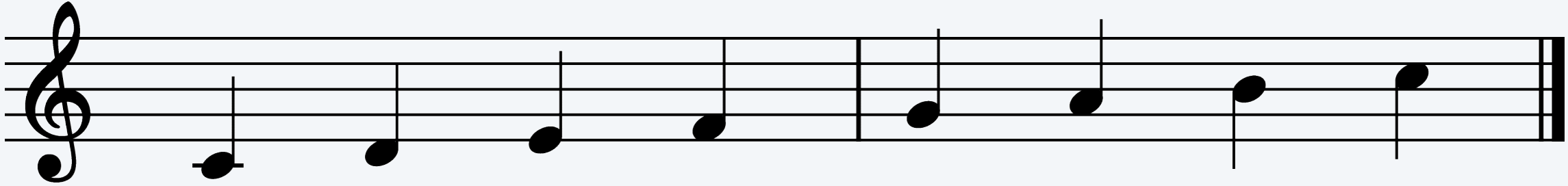
implementation

Musical scales

Major scale. Sequence of 8 notes in a specific interval pattern, starting with a root note and ending with the same note one octave higher.

Ex 1. C major scale.

0245791112



A musical staff in treble clef showing the C major scale. The notes are C4, D, E, F, G, A, B, and C5, each represented by a quarter note. The staff is divided into two measures by a bar line.

6062646567697172

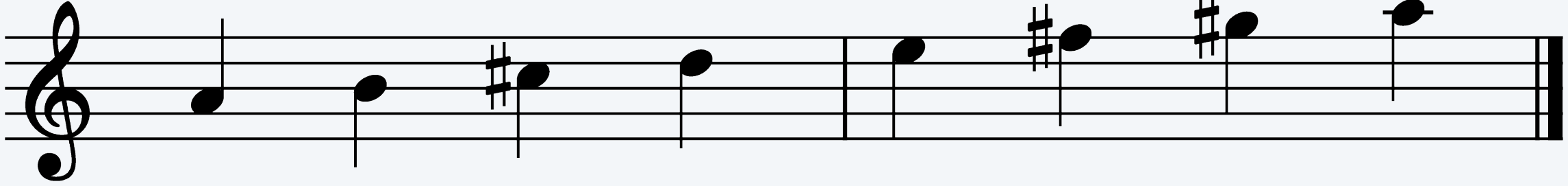
C₃ D E F G A B C₄

interval pattern

(major scale)

Ex 2. A major scale.

0245791112



A musical staff in treble clef showing the A major scale. The notes are A4, B, C#, D, E, F#, G#, and A5, each represented by a quarter note. The staff is divided into two measures by a bar line.

6971737476788081

A₄ B C# D E F# G# A₅

interval pattern

(major scale)



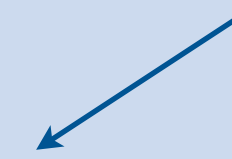
Major scale. Sequence of 8 notes in a specific interval pattern, starting with a root note and ending with the same note one octave higher.

```
public class MajorScale {  
    public static void main(String[] args) {  
        int root = Integer.parseInt(args[0]);  
        double duration = 0.5;  
        double amplitude = 0.5;  
        int[] pattern = { 0, 2, 4, 5, 7, 9, 11, 12 };  
        for (int i = 0; i < pattern.length; i++) {  
            int midi = root + pattern[i];  
            double freq = Synth.midiToFrequency(midi);  
            double[] a = Synth.sineWave(freq, amplitude, duration);  
            StdAudio.play(a);  
        }  
    }  
}
```

client



*interval pattern
(major scale)*



```
~/cos126/libraries> java-introcs MajorScale 60
```

🔊 [plays A major scale]

```
~/cos126/libraries> java-introcs MajorScale 69
```

🔊 [plays C major scale]

Play that tune



Goal. Read in a sequence of MIDI note numbers and durations from standard input, and play the synthesized results to standard audio.

```
~/cos126/libraries> more MajorScaleC.txt
```

```
60 0.5
```

```
62 0.5 ← duration (seconds)
```

```
64 0.5
```

```
65 0.5
```

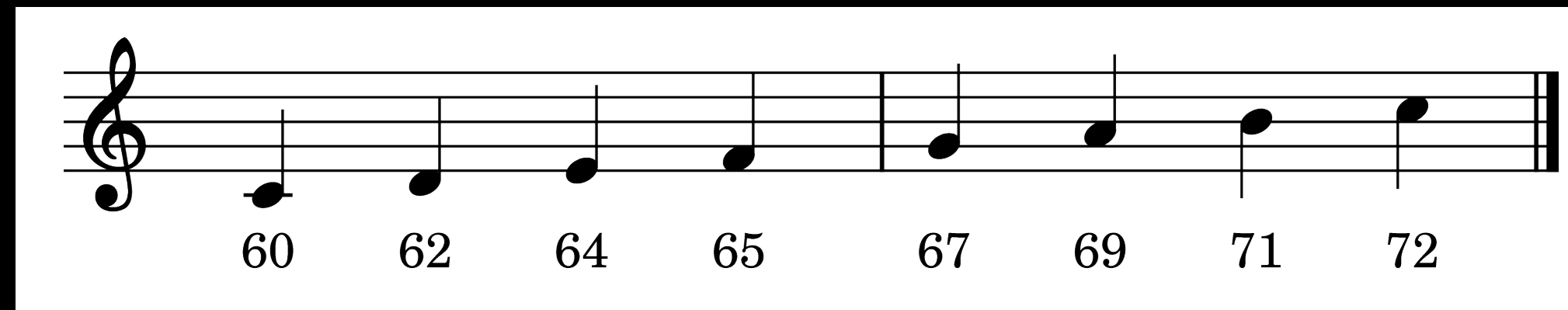
```
67 0.5
```

```
69 0.5
```

```
71 0.5
```

```
72 0.5
```

MIDI note number



```
~/cos126/libraries> java-introcs PlayThatTune < MajorScaleC.txt
```

```
🔊 [plays C major scale]
```




Goal. Read in a sequence of MIDI note numbers and durations from standard input, and play the synthesized results to standard audio.

client



```
public class PlayThatTune {  
    public static void main(String[] args) {  
        double amplitude = 0.5;  
        while (!StdIn.isEmpty()) {  
            int midi = StdIn.readInt();  
            double duration = StdIn.readDouble();  
            double freq = Synth.midiToFrequency(midi);  
            double[] a = Synth.sineWave(freq, amplitude, duration);  
            StdAudio.play(a);  
        }  
    }  
}
```

```
~/cos126/libraries> java-introcs PlayThatTune < Arpeggio.txt
```

```
🔊 [plays arpeggio]
```

```
~/cos126/libraries> java-introcs PlayThatTune < LooneyTunes.txt
```

```
🔊 [plays Looney Tunes theme]
```

```
~/cos126/libraries> java-introcs PlayThatTune < FurElise.txt
```

```
🔊 [plays beginning of Fur Elise]
```



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2.2 LIBRARIES AND CLIENTS

- *random number library*
- *designing libraries*
- *sound synthesis*
- *synthesizer library*



Digital synth. Electronic musical instrument that generates audio signals digitally.

- Sound effects.
- Film and television soundtracks.
- Diverse genres of music (rock, jazz, pop, disco, hip-hop, electronic music, ...).
- ...



R2-D2
(Star Wars)



Axel F
(Harold Faltemeyer)

Synth. A library for synthesizing sound.

```
public class Synth
```

```
static int      CONCERT_A                440.0 (concert A pitch in Hz)
```

```
static int      numberOfSamples(double duration)  number of audio samples
```

```
static double   midiToFrequency(int midi)         frequency of MIDI note number
```

← *utility methods*

```
static double   sineWave(double freq, double amplitude, double duration)  sine wave
```

```
static double   squareWave(double freq, double amplitude, double duration) square wave
```

```
static double   sawWave(double freq, double amplitude, double duration)    saw wave
```

```
static double   supersawWave(double freq, double amplitude, double duration) supersaw wave
```

```
static double   whiteNoise(double amplitude, double duration)  white noise
```

← *create
sound waves*

```
static double[] superpose(double[] a, double[] b)  add the two waves
```

```
static double[] modulate(double[] a, double[] b)  multiply the two waves
```

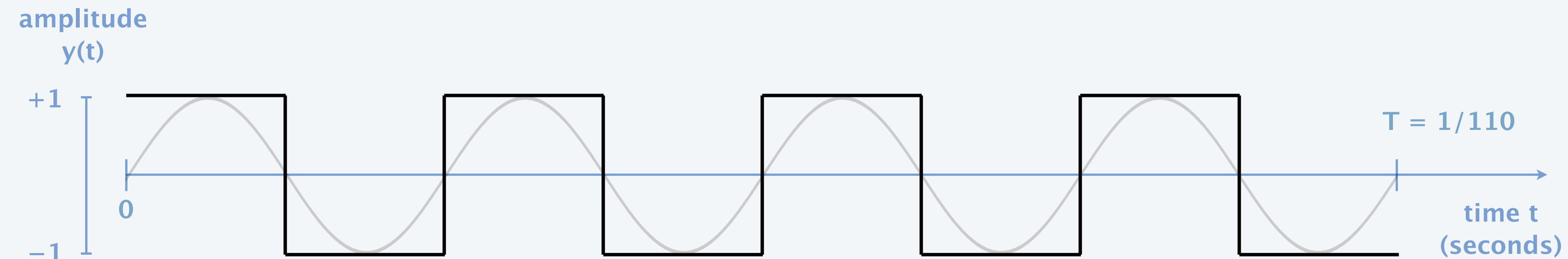
```
static double[] fadeIn(double[] a, double lambda) exponential fade in
```

```
static double[] fadeOut(double[] a, double lambda) exponential fade out
```

← *manipulate
sound waves*



Square wave. Alternates between +1 and -1 with frequency f , half the time at each value.



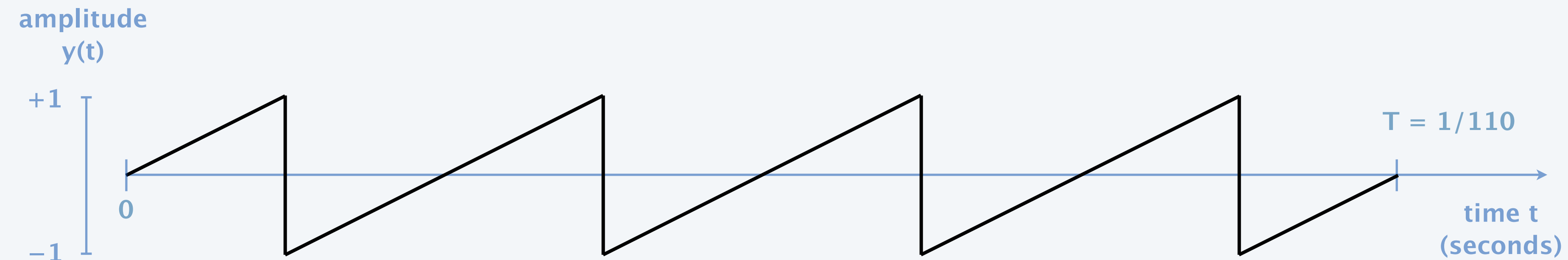
$$a(t) = \operatorname{sgn}(\sin(2\pi \cdot 440 \cdot t)), \quad 0 \leq t \leq T \quad \operatorname{sgn}(x) = \begin{cases} -1 & \text{if } x < 0 \\ 0 & \text{if } x = 0 \\ +1 & \text{if } x > 0 \end{cases}$$

```
private static double square(double freq, double t) {  
    return Math.signum(sine(freq, t));  
}  
  
public static double[] squareWave(double freq, double amplitude, double duration) {  
    /* similar to sineWave() */  
}
```

implementation



Sawtooth wave. Rises from -1 to $+1$ linearly, then drops back to -1 , and repeats with frequency f .



$$a(t) = 2 \left(440t - \left\lfloor 440t + \frac{1}{2} \right\rfloor \right), \quad 0 \leq t \leq T$$

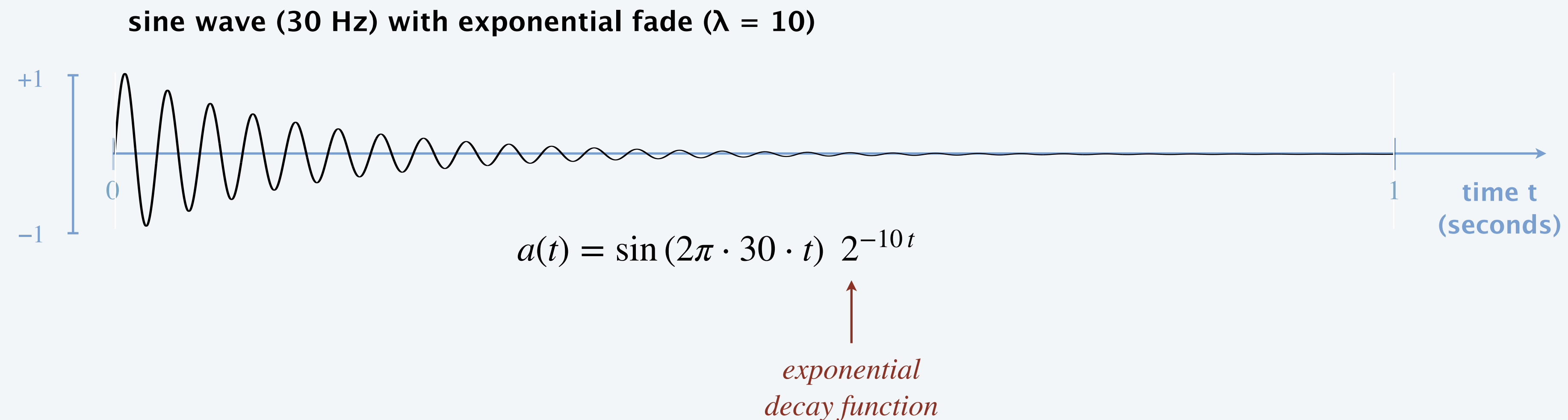
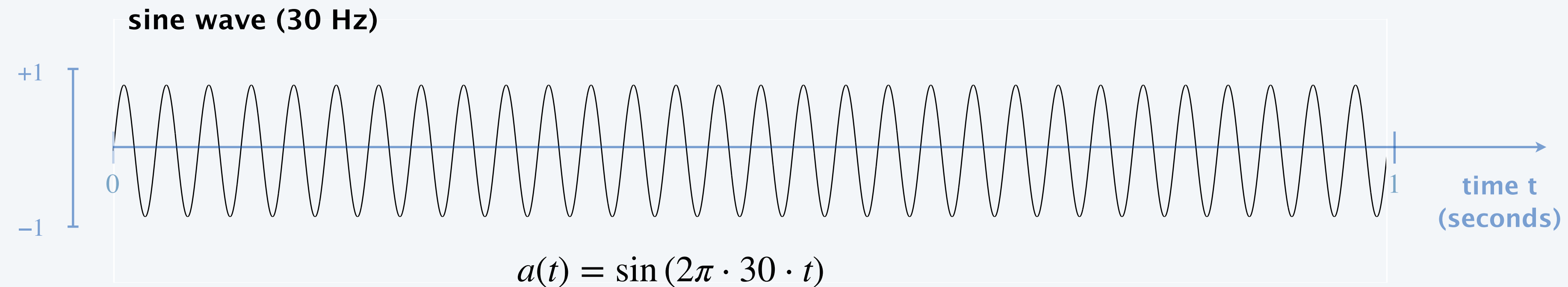
```
private static double saw(double freq, double t) {  
    return 2 * (freq*t - Math.floor(freq*t + 0.5));  
}  
  
public static double[] sawWave(double freq, double amplitude, double duration) {  
    /* similar to sineWave() */  
}
```

implementation

Exponential fade

Sound envelope. Defines how a sound changes over time.

Exponential fade. A sound envelope whose amplitude decays according to exponential function.





```
public class Synth {                                     implementation
    public static double[] fadeOut(double[] a, double lambda) {
        int n = a.length;
        double[] result = new double[n];
        for (int i = 0; i < n; i++) {
            double t = 1.0 * i / StdAudio.SAMPLE_RATE;
            result[i] = a[i] * Math.pow(2.0, -lambda * t);
        }
        return result;
    }
}
```

client

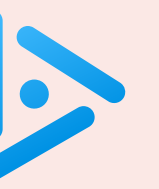
```
while (true) {
    double[] a = Synth.sineWave(440.0, 0.5, 1.0);
    double[] b = Synth.fadeOut(a, 10.0);
    StdAudio.play(b);
}
```



client

```
while (true) {
    double[] a = Synth.squareWave(55.0, 0.25, 1.0);
    double[] b = Synth.fadeOut(a, 5.0);
    StdAudio.play(b);
}
```





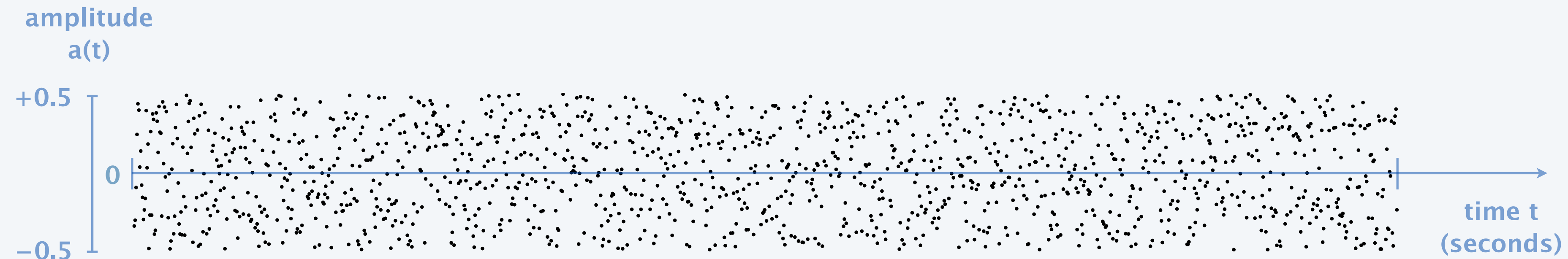
What sound does `StdAudio.play(mystery(5.0))` produce?

- A. 5 seconds of concert A (440 Hz).
- B. 5 seconds of a random frequency.
- C. 5 seconds of silence.
- D. 5 seconds of static.

```
public static double[] mystery(double duration) {  
    int n = numberOfSamples(duration);  
    double[] a = new double[n];  
    for (int i = 0; i < n; i++) {  
        a[i] = StdRandom.uniformDouble(-0.5, 0.5);  
    }  
    return a;  
}
```



White noise. Samples are uniformly random values.



implementation

```
public static double[] whiteNoise(double amplitude, double duration) {  
    int n = numberOfSamples(duration);  
    double[] a = new double[n];  
    for (int i = 0; i < n; i++) {  
        a[i] = StdRandom.uniformDouble(-amplitude, +amplitude);  
    }  
    return a;  
}
```



client

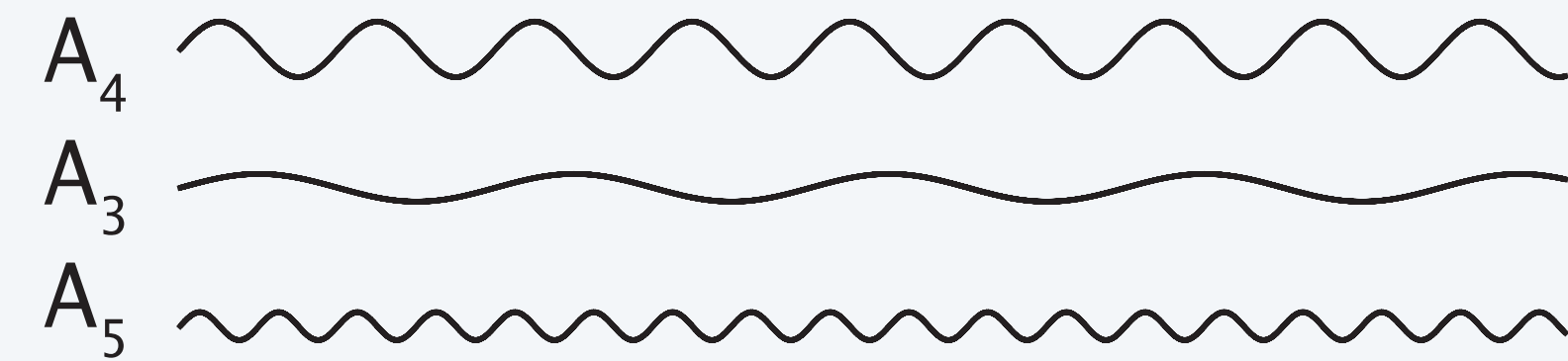
```
while (true) {  
    double[] a = Synth.whiteNoise(0.5, 1.0);  
    double[] b = Synth.fadeOut(a, 20.0);  
    StdAudio.play(b);  
}
```




Superposition. To combine two (or more) audio signals, add the corresponding samples.

Ex 1. Harmonics.

```
double duration = 5.0;
double[] a4 = Synth.sineWave(440.0, 0.50, duration);
double[] a3 = Synth.sineWave(220.0, 0.25, duration);
double[] a5 = Synth.sineWave(880.0, 0.25, duration);
double[] harmonics = Synth.superpose(a4, a3, a5);
StdAudio.play(harmonics);
```



concert A with harmonics



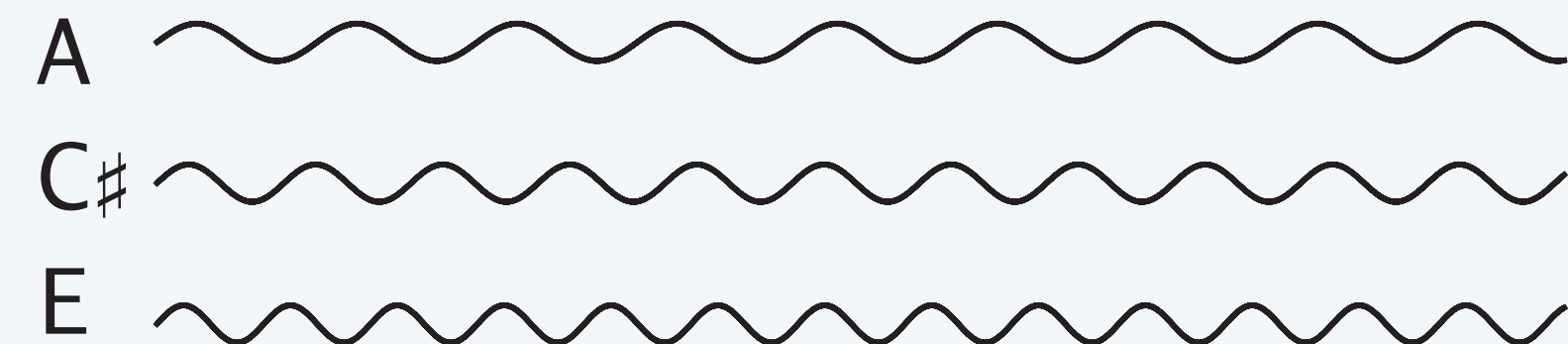


Superposition. To combine two (or more) audio signals, add the corresponding samples.

Ex 1. Harmonics.

Ex 2. Chord.

```
double duration = 5.0;
double[] a4 = Synth.sineWave(440.00, 0.33, duration);
double[] c5 = Synth.sineWave(554.37, 0.33, duration);
double[] e5 = Synth.sineWave(659.26, 0.33, duration);
double[] chord = Synth.superpose(a4, c5, e5);
StdAudio.play(chord);
```



A major chord





Superposition. To combine two (or more) audio signals, add the corresponding samples.

Ex 1. Harmonics.

Ex 2. Chord.

Ex 3. Supersaw.

```
double freq = 220.0;
double amplitude = 0.05;
double duration = 10.0;
double[] a0 = Synth.sawWave(freq, amplitude, duration);
double[] a1 = Synth.sawWave(freq - 0.191, amplitude, duration);
double[] a2 = Synth.sawWave(freq - 0.109, amplitude, duration);
double[] a3 = Synth.sawWave(freq - 0.037, amplitude, duration);
double[] a4 = Synth.sawWave(freq + 0.031, amplitude, duration);
double[] a5 = Synth.sawWave(freq + 0.107, amplitude, duration);
double[] a6 = Synth.sawWave(freq + 0.181, amplitude, duration);
double[] supersaw = Synth.superpose(a0, a1, a2, a3, a4, a5, a6);
StdAudio.play(supersaw);
```

“detuned” frequencies



Goal. Play that tune, but with a supersaw.

client



```
public class SlayThatTune {  
    public static void main(String[] args) {  
        double amplitude = 0.5;  
        while (!StdIn.isEmpty()) {  
            int midi = StdIn.readInt();  
            double duration = StdIn.readDouble();  
            double freq = Synth.midiToFrequency(midi - 12);  
            double[] a = Synth.supersawWave(freq, amplitude, duration);  
            StdAudio.play(a);  
        }  
    }  
}
```

*transpose one
octave lower*



```
~/cos126/libraries> java-introcs SlayThatTune < Arpeggio.txt
```

🔊 [plays arpeggio]

```
~/cos126/libraries> java-introcs SlayThatTune < AxelF.txt
```

🔊 [plays beginning of Axel F]

Synth library

```
public class Synth {  
    public static final double CONCERT_A = 440.0;
```

implementation

```
    public static int    numberOfSamples(double duration) { ... }  
    public static double midiToFrequency(int midi)        { ... }
```

← *utility methods*

```
    private static double sine(double freq, double t) { ... }  
    private static double square(double freq, double t) { ... }  
    private static double saw(double freq, double t) { ... }
```

← *private helper methods*

```
    public static double[] sineWave(double freq, double amplitude, double duration) { ... }  
    public static double[] squareWave(double freq, double amplitude, double duration) { ... }  
    public static double[] sawWave(double freq, double amplitude, double duration) { ... }  
    public static double[] supersawWave(double freq, double amplitude, double duration) { ... }  
    public static double[] whiteNoise(  
        double amplitude, double duration) { ... }
```

← *create
sound waves*

```
    public static double[] superpose(double[] a, double[] b) { ... }  
    public static double[] modulate(double[] a, double[] b) { ... }  
    public static double[] fadeIn(double[] a, double lambda) { ... }  
    public static double[] fadeOut(double[] a, double lambda) { ... }
```

← *manipulate
sound waves*

```
    public static void main(String[] args) { ... }
```

```
}
```

Summary

API. Defines method headers and behavior for a library.

Client. Program that calls a library's methods.

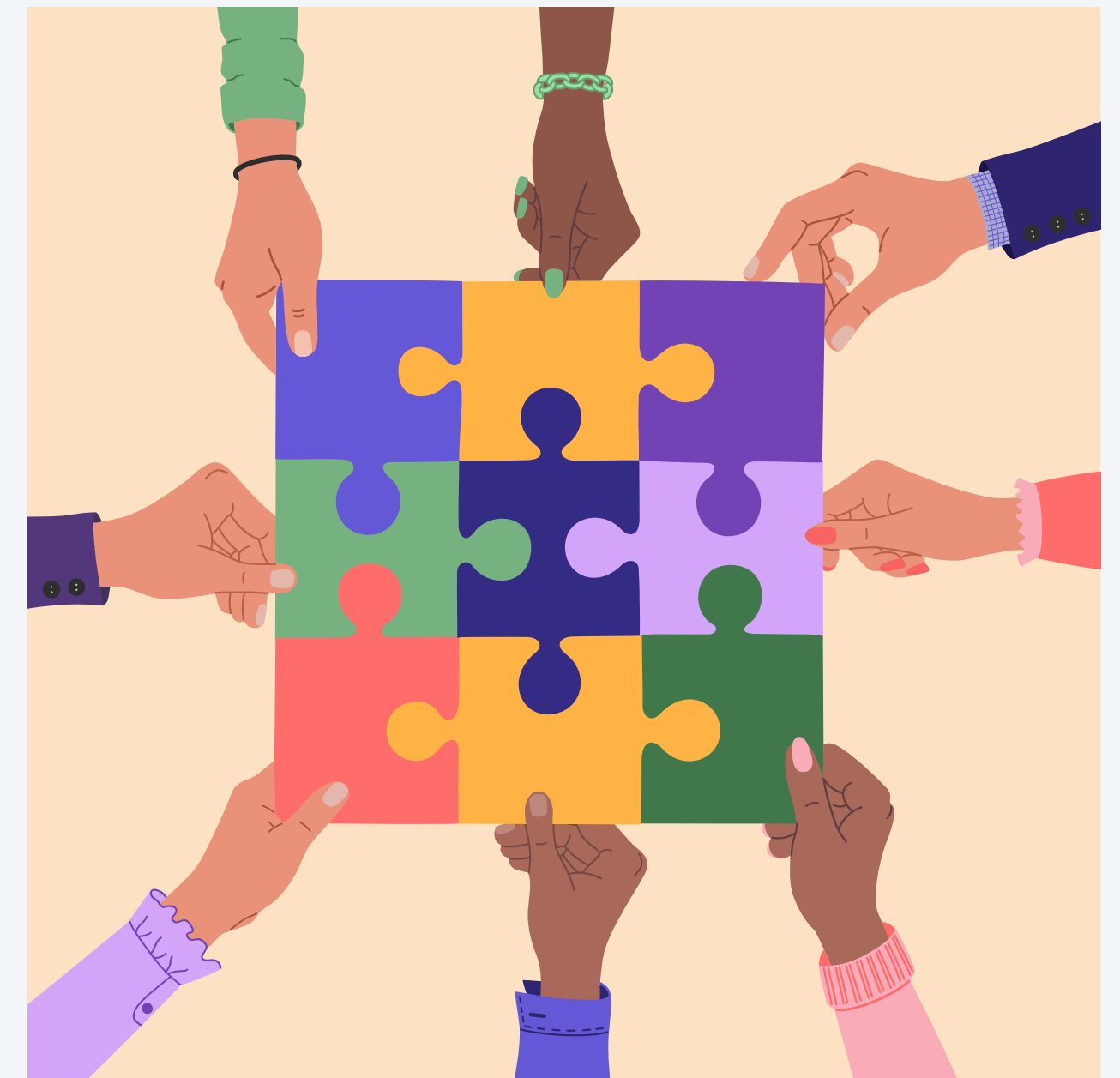
Implementation. Program that implements the library's functionality.

Encapsulation. Separating clients from implementation details by hiding information.

Benefits.

- Reusable libraries.
- Independent development of small programs.
- Collaboration with a team of programmers.

Sound synthesis. You can write programs to synthesize sound.



Credits

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<i>Coin Toss</i>	<u>Adobe Stock</u>	<u>education license</u>
<i>Ten-Sided Die</i>	<u>Adobe Stock</u>	<u>education license</u>
<i>Normal Distribution</i>	<u>Adobe Stock</u>	<u>education license</u>
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Credits

media	source	license
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