

## Recitation Assignment 4 – Sounds

*Partner assignment, demo to a TA before the end of recitation*

Write a main method that creates a new Sound object from a file using *FileChooser.pickAFile()*. Call the *explore()* method on that Sound object and then traverse or loop through the Sound's SoundSamples and double each SoundSample value. Now call *explore()* on the object again. Run the program and select the "aah.wav" audio file and compare the different graphs created by the two *explore()* method calls. How will the changes you made impact the Sound?

### Grading Criteria

5 pts - Code loops through and correctly doubles each SoundSample value

5 pts - Code calls *explore()* before and after values are modified