

About Lab 9

In Part 1 of Lab 9 you will create two classes. One is class Book, which looks like this:

```
class Book:
    def __init__(self, author, title, date=0):

    def setDates(self, d):

    def __str__(self):

    def __lt__(self, other):
```

Class Library is

```
class Library:  
    def __init__(self):  
  
    def addBook(self, b):  
  
    def Sort(self):  
  
    def Print(self):
```

Finally, you need to write a main() function that creates a new library, adds some specific books to it, then sorts and prints the library:

```
def main():  
    L = Library()  
    L.addBook( Book("Heller", "Catch-22", 1962))  
    ....  
    L.Sort()  
    ....
```

In Part 2 of Lab 9 you will create a Soundwave class in file `soundwave.py`, test it out by running a few programs that import and use your Soundwave class, and then write 2 programs on your own that use it:

`scale.py` This asks the user for a tonic note (as a number of steps above or below middle C) and a mode (major, minor, blues), and then plays the indicated scale

`mozart.py` This creates a composition from a randomization algorithm that Mozart himself wrote.

The Soundwave constructor looks like this:

```
def __init__(self, halftones=0, duration=0.0, amp=1.0, samplerate=44100):
```

The body of the constructor does nothing except build up a list `self.samples` by evaluating a sine function for every value of `t` in the range from 0 to `int(duration*samplerate)`

Even if you loathed Trigonometry in high school you can do this; it is just a matter of calling `math.sin()` with the argument given to you in the lab directions.

The Soundwave class has 3 additional methods:

The play method is just

```
def play(self):  
    audio.play(self.samples)
```

There are two methods for combining Soundwaves: `concat` and `plus`. `Concat` is used when you want to play one sound, then follow it with another. `Plus` is used when you want to play two sounds simultaneously.

The concat method is

```
def concat(self, s2)
```

where s2 is another Soundwave objects. This just adds s2's samples onto the end of self's samples.

So if S1 and S2 are soundwave objects

```
S1.concat(S2)
```

modifies S1 to be longer.

The plus method is

```
def plus(self, s2)
```

This adds together the individual samples of self and s2, and returns a new Soundwave object with the resulting sample list. The only thing tricky about this is handling the fact that self.samples and s2.samples might have different lengths. You want to sum until the shorter list runs out, then tack on the extra elements of the longer list.

For example, if one Soundwave had samples

[2, 3, 5, 7]

and the other had

[1, 2, 3, 4, 5, 6]

you would want the result to have samples

[3, 5, 8, 11, 5, 6]

Before you start coding this think of the algorithm you will use. There are several ways to think about it, just find one and be sure it works on paper before you code it.

For the `scale.py` program you should have a loop that asks the user for a mode, with possible responses "major", "minor", "blues", and "quit". If the response is "quit" just exit the loop and the program. For the other three responses ask for the starting note of the scale, as an offset from middle C. In other words the starting or tonic note is a number: 0 for middle C, 1 for C-sharp, 2 for D etc. You should then create a `Soundwave` object that creates and plays this scale.

If variable *offset* holds the starting note, we can make a Soundwave that represents a half-second tone at that pitch with

```
S = soundwave.Soundwave(offset, 0.5)
```

For the rest of the notes, walk through the appropriate Intervals list, computing the offsets and concatenating the corresponding Soundwave objects onto S.

For example, suppose we want a D-major scale. This starts with tonic note D, which has an offset of 2. The major intervals are [2,2,1,2,2,2,1]. The notes in the D-major scale have offsets

2 (the tonic note - D)

$2+2 = 4$ (E)

$4+2 = 6$ (F#)

$6+1 = 7$ (G)

$7+2 = 9$ (A)

$9+2 = 11$ (B)

$11+2 = 13$ (C#)

$13+1 = 14$ (D)

Your program asks the user for a mode and an initial offset. If those are "major" and 2 you will do the following:

```
S = soundwave.Soundwave()
```

```
S.concat(soundwave.Soundwave(2, 0.5))
```

```
S.concat(soundwave.Soundwave(4, 0.5))
```

```
    etc. (running through the major intervals)
```

```
S.play()
```

For the `mozart.py` program you have an algorithm for constructing a minuet and trio based on measures written by Mozart. The measures are in `.wav` files with names like `M32`, `T41`, and so forth. The algorithm is easy, but it is based on having the correct numbers in two large two-dimensional tables. We give you those tables in two files, so the first step of your program is to read the files into the tables.

Both tables should be divided into rows with 16 entries in each row. The text files we give you have the numbers in one long sequence, separated by spaces.

You need the individual numbers in the file. You can do this by opening the file into variable `F`, reading `F` into a string `s`, and splitting `s` into the individual fields,

or by using our usual

```
for line in F:
```

```
    nums = line.split( )
```

Once you know how to get the elements of the file,
do the following:

```
Table = [ ]
```

```
row = [ ]
```

```
numInRow = 0
```

```
for every number in the file:
```

```
    append the number to row
```

```
    add one to numInRow
```

```
    if numInRow is 16:
```

```
        append row onto Table
```

```
        row = [ ]
```

```
        numInRow = 0
```

Note that you don't need to evaluate the numbers you get out of the table -- you can leave them as strings. We will use them as part of a file name. If you get the number 42 out of the Minuet file, the next measure of your composition is

```
soundwave.Soundwave( "../Mfiles/M42.wav" )
```

Once you have built the tables, the actual algorithm is easy. For the minuet, you need 16 measures, so 16 times you generate a random number between 0 and 10. Suppose the number you get for measure 3 is 7. The minuet table entry for row 7, column 3 is 50. Then you will concatenate onto your minuet the file `"../Mfiles/M50.wav"` You do the same thing for the trio, but your trio table has only 6 rows so you choose a random number between 0 and 5. Finally, you concatenate your minuet again onto the composition (so save the minuet in a variable when you generate it).