

# Song Generator Nifty Assignment

## SIGCSE 2010 Nifty Assignments Panel

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# Sound Processing

- ▶ We frequently have nifty graphics-related assignments in this session (image manipulation, animation, video games ...)
- ▶ But, trust me: sounds are way, **WAY** cooler than images
- ▶ Media computation approach should use sounds as well as images
  - ▶ Appeal to students with different strengths

# Filters on Sounds

- ▶ Digital sound: one-dimensional list of integers (“samples”)
- ▶ We have a Python sound library that makes sounds accessible as lists of samples
- ▶ Students use `get_sample(i)` to get a sample object at index `i`
- ▶ Sample objects have `get_value` and `set_value` methods
- ▶ With this, several filters can be written using loops
  - ▶ Change volume of a sound
  - ▶ Mix sounds together
  - ▶ Add echo to a sound ...

# Why Filters?

- ▶ Students write those filters so that
  - ▶ They practice writing code with loops
  - ▶ They get familiarized with our media library
  - ▶ They understand how digital sounds are stored and manipulated
  - ▶ They can use them in a larger program to generate songs

# Song Generator

```
[1150]4e4g8g8g4g8g4a8f12f4p4e4g8g8g4g8g4a8f  
12f4p4e8e12d8d4f8c12c4p4c8e8e8d8d4f8c12c
```

- ▶ What's that thing?
- ▶ It's a notestring for really popular song. Ready? ...
- ▶ Notestrings specify a language for songs: rests, notes, octaves, beats per minute, volume, channels
- ▶ The assignment handout assumes no knowledge of music: it's "just" a string-processing exercise

# Multiple Channels

- ▶ So far we've heard one note at a time
  - ▶ Like QBasic `play` or Nokia RTTL
- ▶ Channels are the coolest feature of notestrings
- ▶ We separate channels in a notestring with a `|`
- ▶ Channels let us play multiple “hands” simultaneously
- ▶ This gives us just enough flexibility to painstakingly craft real songs . . .

# Variations

- ▶ Different sound filters
  - ▶ Fade in/fade out,
  - ▶ Echo with “number of echoes”
- ▶ Support superset of RTTL
  - ▶ RTTL: ringtone text transfer language
  - ▶ e.g. d=4, o=5:2c, 2e, 2g, 2c6
  - ▶ Complicated by default note length and default octave parameters, dotted notes, sharps/flats

# Why Nifty?

- ▶ Students learn about the representation of digital sounds
- ▶ They make use of filters in their song generator — compelling example of function reuse
- ▶ They enjoy incrementally developing their song generator to support increasingly complex songs
- ▶ Musically-inclined students can develop and share songs
- ▶ No images!