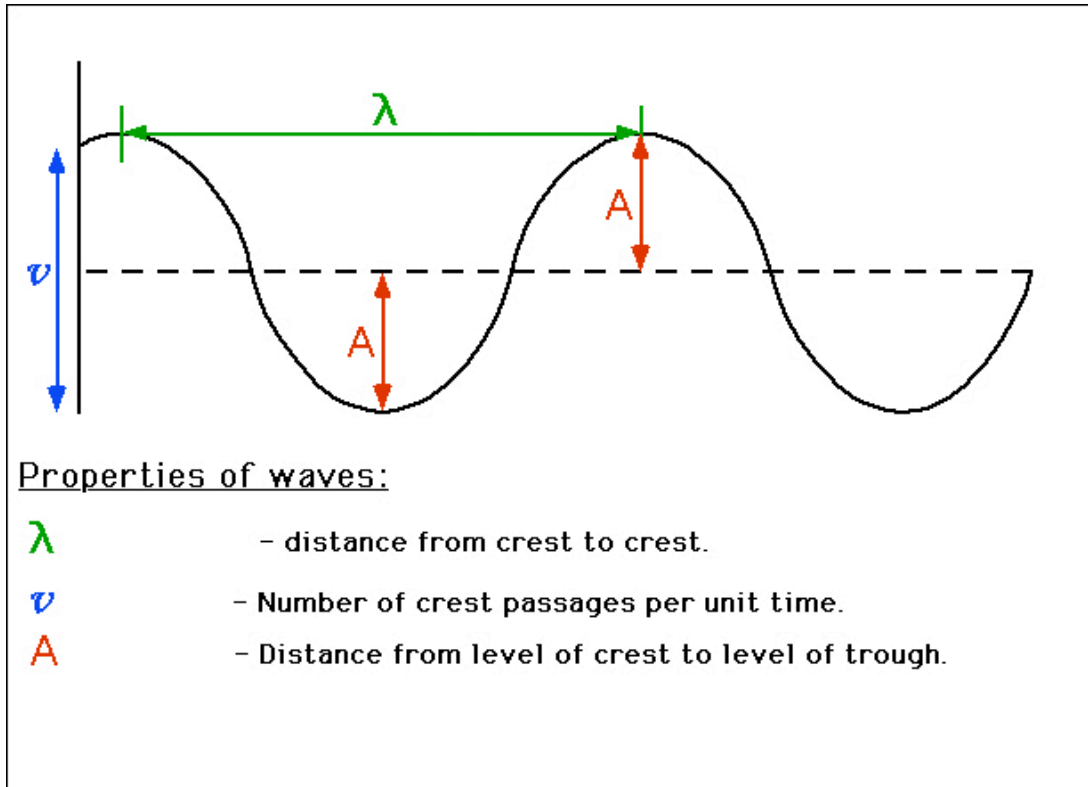


Fill In The Blanks:



Short Answer:

1. If we want to change the pitch of a sound (how high or low it is), which of the above properties would we want to change?
2. In JES, what is the general approach for changing pitch?
3. If we want to change the volume of a sound, which of the above properties would we want to change?
4. In JES, what is the general approach for changing volume?
5. What does it mean to normalize a sound?

Fill In the Blanks (Again):

Here is some code for normalize, but it is missing some key words! Try filling them in using your knowledge of sound functions and your logic.

```
def normalize(sound):
    canvas = _____(getLength(sound))
    largest = 0
    for s in _____(sound):
        largest = ____ (largest, getSample(s))

    amplification = 32767.0/largest
    for s in range(1, _____(sound)):
        setSampleValueAt(canvas, s, _____*getSampleValueAt(sound, s))

    return _____
```