Tune-Up Tuesday for September 12, 2017

(a) Copy, paste and run the Matlab code from slide 1-14 to generate the cosine signal   
*x*(*t*) = cos(2 *f*0 *t*) with *f*0 = 440 Hz and play it as an audio signal for 3 seconds at the sampling rate of *f*s = 8000 Hz:

**f0 = 440;**

**fs = 8000; % rate**

**Ts = 1/fs;**

**t = 0 : Ts : 3; % 3 sec**

**x = cos(2\*pi\*f0\*t);**

**% sound(x, fs);**

(b) Add to the code in (a) to generate a new signal *y*(*t*) = cos(2 *f*0 *t*) cos(2 *f*1 *t*) with  
*f*1 = 220 Hz by using the same sampling rate of *f*s = 8000 Hz.

(c) Add to the code in (b) to playing *y*(*t*) as an audio signal.

(d) Copy and paste your code for (c) into the Tune-up Tuesday #2 page on Canvas