Chapter 8 Frequency and Sound Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

WAM Partners\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Questions

1. What causes a tone to sound high-pitched? What causes a tone to sound low- pitched?
2. What does **FREQOUT 15, 1000, 3000** do? What effect does each of the numbers have?
3. How can you modify the **FREQOUT** command from Question 2 so that it sends two frequencies at once?
4. If you strike a piano’s B6 key, what frequency does it send?
5. How do you modify a **DATA** directive or **READ** command if you want to store and  retrieve word values?
6. Can you have more than one **DATA** directive? If so, how would you tell a **READ**  command to get data from one or the other **DATA** directive?
7. What’s an octave? If you know the frequency of a note in one octave, what do  you have to do to that frequency to play it in the next higher octave?

Exercises

1. Modify the “Alarm...” tone from ActionTones.bs2 so that the frequency of the tone it plays increases by 500 each time the tone repeats.