Download the file PlayChimes.m and BigBen.wav from the website. Read the script to make sure that you understand what it's supposed to do. Then run PlayChimes to separate the sound data into two parts, the chimes and the gong. Here is the code in script PlayChimes:

```
% PlayChimes
% Separate chimes and gong from BigBen's 1 o'clock sound file
close all
% Read in the 1 O'clock sound file...
[OneOclock,rate] = wavread('BigBen.wav');
n = length(OneOclock);
% Display the wave form and play the sound...
plot(OneOclock)
title('Listen for the two parts: chimes and gong')
sound(OneOclock,rate)
pause(n/rate)
% Get just the chimes...
title('Click at the end of the chimes.')
[m1,y] = ginput(1);
m1 = round(m1);
Chimes = OneOclock(1:m1);
% Get just the gong...
title('Click at the begining of gong.')
[m2,y] = ginput(1);
m2 = round(m2);
Gong = OneOclock(m2+1:n);
% Play the chimes and gong played one after the other
title('Listen to the result')
sound(Chimes,rate)
sound(Gong,rate)
```

(i) What happens if the value of rate is changed by a factor of 1.5 in the sound command?

(ii) Modify the vector **OneOclock** so that there is no noise in between the end of the chimes and the beginning of the gong.

(iii) Modify PlayChimes so that the chimes are played back in reverse.

(iv) Modify PlayChimes so that the first-half of the gong is played three times.

(v) Observe that the Chimes soundtrack is a 16-note sequence. Modify PlayChimes so that it assigns to A the wave samplings associated with notes 1-4, assigns to B the wave samplings associated with notes 5-8, assigns to C the wave samplings associated with notes 9-12, and assigns to D the wave samplings associated with notes 13-16. Add commands to illustrate what the chimes play at 15 minutes past the hour, 30 minutes past the hour, and 45 minutes past the hour. (Use ginput to segment the wave form.) Insert appropriate pauses.

(vi) Set up a vector TwoMinuteGong such that sound(TwoMinuteGong,rate) plays gong after gong after gong for exactly two minutes.