WHITE NOISE

Version 0.1
Computing
COMP120

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White noise is a randomized sequence of freqencies. v represents the volume of the resultant noise, with 1 being full volume and 0 being silence. The random number generator is assumed to be uniformly distributed over the range of its inputs.

This algorithm depends on the sample rate, S, which is used to convert a duration in seconds to a duration in samples.

Algorithm 1 White Noise

Require:
$0 \leq v \leq 1$
$1 \leq S$ ▷ Sample Rate

Ensure:

```
function NOISE(t, v)
    n ← LIST
    for i = 0, i < tS do
        n ← RAND(−1.0, 1.0) vV
    end for
    return n
end function
```