

PROBLEM:

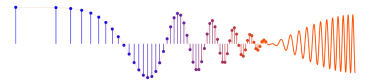
Suppose that a MATLAB function has been written to calculate a sum of discrete-time sinusoids:

```
function xn = makedcos(omegahat, ZZ, Length)
xn = real( exp( j*(0:Length-1)'*omegahat(:)' ) * ZZ(:) );
```

If the following MATLAB command is used to make an output sound:

```
soundsc( makedcos(pi*linspace(0,0.8,3), [-1, j, 1-j], 4000), 8000 )
```

- Draw a plot of the discrete-time spectrum (vs. $\hat{\omega}$) of the discrete-time signal defined by this MATLAB operation.
- Draw a plot of the continuous-time spectrum (vs. f in Hz) of the analog output signal defined by the `soundsc()` function.



(a) The soundsc function calls makedcos which defines the frequencies to be:

$$\hat{\omega} = \pi * [0, 0.4, 0.8] = [0, 0.4\pi, 0.8\pi]$$

Note: linspace(0,0.8,3) generates a length-3 vector starting at 0, ending at 0.8.

The complex amplitudes are:

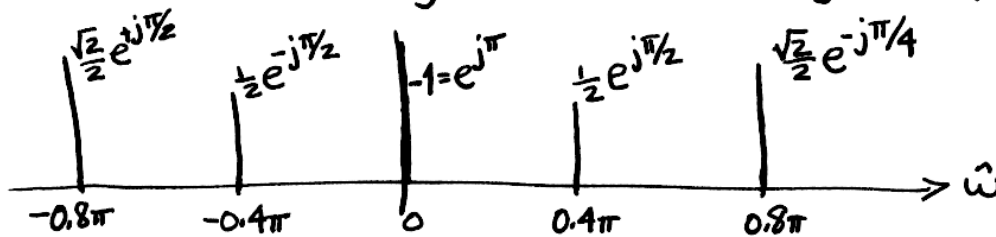
$$Z = [-1, j, 1-j]$$

Thus $x[n]$ can be written as the following MATH expression

$$x[n] = \text{Re} \left\{ -1e^{j0} + \underset{\substack{\uparrow \\ e^{j\pi/2}}}{j} e^{j0.4\pi n} + (1-j) \underset{\substack{\uparrow \\ \sqrt{2}e^{-j\pi/4}}}{e^{j0.8\pi n}} \right\}$$

$$x[n] = -1 + \cos(0.4\pi n + \pi/2) + \sqrt{2} \cos(0.8\pi n - \pi/4)$$

Now it should be easy to draw the "digital" spectrum



(b) To convert the spectrum to analog use $f = \frac{\hat{\omega}}{2\pi} f_s$

