[SQUEAKING] [RUSTLING] [CLICKING]

MICHAEL SCOTT ASATO CUTHBERT: Hi, everybody. Our first thing that we really want to think about is, how are we going to represent musical objects, music on a computer? So let's start with maybe one of the most fundamental things. And that is pitch.

So in a score-based class, we might represent pitch with a score. And we write notes on it. And then we assign it to a variable. Well, that's not going to work.

So we take a frequency and we assign that to a variable. Well, I'm not exactly sure how to do that, either. Maybe we just assign a variable to a particular number representing a frequency or to a string representing a pitch.

First thing I want you to do is take five minutes, no more than that, and jot down some notes on how you might represent pitch on a computer very naively.