

mario theme.txt

```
%Rob Swanson  
%rrswanso
```

```
%Note Frequencies
```

```
C4 = 261.63;  
Cs4 = 277.18;  
C5 = 523.25;  
D4 = 293.66;  
Ds4 = 311.13;  
E3 = 164.81;  
E4 = 329.63;  
F4 = 349.23;  
Fs4 = 369.99;  
G3 = 196;  
Gs3 = 207.65;  
G4 = 392;  
Gs4 = 415.3;  
A3 = 220;  
As3 = 233.08;  
A4 = 440;  
As4 = 466.16;  
B3 = 246.94;  
B4 = 493.88;  
Blank = 1000000;
```

```
%Note Timings
```

```
z = 2.2;  
DELTA = 0.000001;  
one = 0:DELTA:1*z;  
two = 0:DELTA:.5*z;  
four = 0:DELTA:.25*z;  
fourdot = 0:DELTA:(.25+.125)*z;  
eight = 0:DELTA:.125*z;
```

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                                mario theme.txt
eightdot = 0:DELTA:(.125+(1/16))*z;
six = 0:DELTA:(1/16)*z;
sixdot = 0:DELTA:((1/16)+(1/32))*z;

%Begin Song
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*G4*four);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*four);
sound(y1,1/DELTA); %Rest
%M2
y1 = sin(2*pi*C4*eightdot);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E3*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest

```

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```
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*As3*six);
sound(y1,1/DELTA); %As3
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A3
%M3
y1 = sin(2*pi*G3*sixdot);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*A4*eight);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
```

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```
y1 = sin(2*pi*B3*eightdot);
sound(y1,1/DELTA); %B3
%M4
y1 = sin(2*pi*C4*eightdot);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E3*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*As3*six);
sound(y1,1/DELTA); %As3
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A3
%M5
y1 = sin(2*pi*G3*sixdot);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*A4*eight);
sound(y1,1/DELTA); %A4
```

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```
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*B3*eightdot);
sound(y1,1/DELTA); %B3
%M6
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*Ds4*eight);
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*six);
sound(y1,1/DELTA); %Gs3
```

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```
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
%M7
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*Ds4*eight);
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C5*eight);
sound(y1,1/DELTA); %C5
y1 = sin(2*pi*C5*six);
sound(y1,1/DELTA); %C5
y1 = sin(2*pi*C5*four);
```

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```
sound(y1,1/DELTA); %C5
%M8
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*Ds4*eight);
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*six);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
%M9
```

```
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*D4*eightdot);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*C4*four);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*four);
sound(y1,1/DELTA); %Rest
%M10
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*six);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
```


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```
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
%M11
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*Ds4*eight);
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C5*eight);
sound(y1,1/DELTA); %C5
y1 = sin(2*pi*C5*six);
sound(y1,1/DELTA); %C5
y1 = sin(2*pi*C5*four);
sound(y1,1/DELTA); %C5
%M12
```

```
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Fs4*six);
sound(y1,1/DELTA); %Fs4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*Ds4*eight);
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*six);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
%M13
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Ds4*eight);
```

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```
sound(y1,1/DELTA); %Ds4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*D4*eightdot);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*C4*four);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*four);
sound(y1,1/DELTA); %Rest
%M14
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M15
```

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```
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*two);
sound(y1,1/DELTA); %Rest
%M16
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
```

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```
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M17
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*four);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*four);
sound(y1,1/DELTA); %rest
%M18
y1 = sin(2*pi*C4*eightdot);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E3*eight);
sound(y1,1/DELTA); %E
```

```
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*As3*six);
sound(y1,1/DELTA); %As3
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A3
%M19
y1 = sin(2*pi*G3*sixdot);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*A4*eight);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
```

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```
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*B3*eightdot);
sound(y1,1/DELTA); %B3
%M20
y1 = sin(2*pi*C4*eightdot);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E3*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*As3*six);
sound(y1,1/DELTA); %As3
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A3
%M21
y1 = sin(2*pi*G3*sixdot);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
```

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```
y1 = sin(2*pi*A4*eight);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*G4*six);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*B3*eightdot);
sound(y1,1/DELTA); %B3
%M22
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
```


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```
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M23
y1 = sin(2*pi*B3*sixdot);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*six);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*G4*sixdot);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M24
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
```

```
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M25
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*sixdot);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*D4*sixdot);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*C4*four);
sound(y1,1/DELTA); %C4
%M26
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
```

mario theme.txt

```
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M27
y1 = sin(2*pi*B3*sixdot);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*six);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*G4*sixdot);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
```

mario theme.txt

```
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M28
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M29
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*sixdot);
sound(y1,1/DELTA); %F4
```

mario theme.txt

```
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*D4*sixdot);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*C4*four);
sound(y1,1/DELTA); %C4
%M30
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M31
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
```

mario theme.txt

```
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*two);
sound(y1,1/DELTA); %Rest
%M32
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*eight);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
```

mario theme.txt

```
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M33
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*G4*four);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*four);
sound(y1,1/DELTA); %rest
%M34
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
```

mario theme.txt

```
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M35
y1 = sin(2*pi*B3*sixdot);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*six);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*A4*sixdot);
sound(y1,1/DELTA); %A4
y1 = sin(2*pi*G4*sixdot);
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*G3*four);
sound(y1,1/DELTA); %G3
%M36
y1 = sin(2*pi*E4*six);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*eight);
```


mario theme.txt

```
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G3
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*Gs3*eight);
sound(y1,1/DELTA); %Gs3
y1 = sin(2*pi*A3*six);
sound(y1,1/DELTA); %A3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*A3*four);
sound(y1,1/DELTA); %A3
%M37
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B3
y1 = sin(2*pi*F4*eight);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*six);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*F4*sixdot);
sound(y1,1/DELTA); %F4
y1 = sin(2*pi*E4*sixdot);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*D4*sixdot);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*C4*four);
sound(y1,1/DELTA); %C4
%M38
```

```
y1 = sin(2*pi*C4*eightdot);  
sound(y1,1/DELTA); %C  
y1 = sin(2*pi*G3*six);  
sound(y1,1/DELTA); %G  
y1 = sin(2*pi*Blank*eight);  
sound(y1,1/DELTA); %Rest  
y1 = sin(2*pi*E3*eight);  
sound(y1,1/DELTA); %E  
y1 = sin(2*pi*Blank*six);  
sound(y1,1/DELTA); %Rest  
y1 = sin(2*pi*A3*eight);  
sound(y1,1/DELTA); %A  
y1 = sin(2*pi*B3*six);  
sound(y1,1/DELTA); %B  
y1 = sin(2*pi*Blank*six);  
sound(y1,1/DELTA); %Rest  
y1 = sin(2*pi*As3*six);  
sound(y1,1/DELTA); %As3  
y1 = sin(2*pi*A3*eight);  
sound(y1,1/DELTA); %A3  
%M39  
y1 = sin(2*pi*G3*sixdot);  
sound(y1,1/DELTA); %G3  
y1 = sin(2*pi*E4*sixdot);  
sound(y1,1/DELTA); %E4  
y1 = sin(2*pi*G4*six);  
sound(y1,1/DELTA); %G4  
y1 = sin(2*pi*A4*eight);  
sound(y1,1/DELTA); %A4  
y1 = sin(2*pi*F4*six);  
sound(y1,1/DELTA); %F4  
y1 = sin(2*pi*G4*six);
```

mario theme.txt

```
sound(y1,1/DELTA); %G4
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E4*eight);
sound(y1,1/DELTA); %E4
y1 = sin(2*pi*C4*six);
sound(y1,1/DELTA); %C4
y1 = sin(2*pi*D4*six);
sound(y1,1/DELTA); %D4
y1 = sin(2*pi*B3*eightdot);
sound(y1,1/DELTA); %B3
%M40
y1 = sin(2*pi*C4*eightdot);
sound(y1,1/DELTA); %C
y1 = sin(2*pi*G3*six);
sound(y1,1/DELTA); %G
y1 = sin(2*pi*Blank*eight);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*E3*eight);
sound(y1,1/DELTA); %E
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*A3*eight);
sound(y1,1/DELTA); %A
y1 = sin(2*pi*B3*six);
sound(y1,1/DELTA); %B
y1 = sin(2*pi*Blank*six);
sound(y1,1/DELTA); %Rest
y1 = sin(2*pi*As3*six);
sound(y1,1/DELTA); %As3
y1 = sin(2*pi*A3*eight);
```

sound(y1,1/DELTA); %A3

mario theme.txt