**makeBeat() Code I**

# Rhythms: Using several makeBeat() calls with different rhythms

# Setup

from earsketch import \*

setTempo(120)

# Music

#put sounds you want to create beats with into the variables below

#synth =

#cymbal =

#Create beat strings and put them into the variables below. 0 starts playing a clip.- is a rest, meaning silence. + extends the audio clip into the next sixteenth note sub-beat. It always follows a 0 or +.

#beat1 = ""

#beat2 = ""

#makeBeat(sound variable, 1, 1, beat1)

#makeBeat(sound variable, 2, 1, beat2)

**makeBeat() Code II**

# Rhythms: Using several makeBeat() calls with different rhythms

# Setup

from earsketch import \*

setTempo(120)

# Music

#Create beat strings and put them into the variables below. 0 starts playing a clip.- is a rest, meaning silence. + extends the audio clip into the next sixteenth note sub-beat. It always follows a 0 or +.

#beat1 = ""

#beat2 = ""

#makeBeat(sound , 1, 1, beat1)

#makeBeat(sound , 2, 1, beat2)

**makeBeat() Code III**

# Rhythms: Using several makeBeat() calls with different rhythms

#Fill in the parameters of the makeBeat() function below

#makeBeat(sound, track, start, beat)

#makeBeat(sound, track, start, beat)