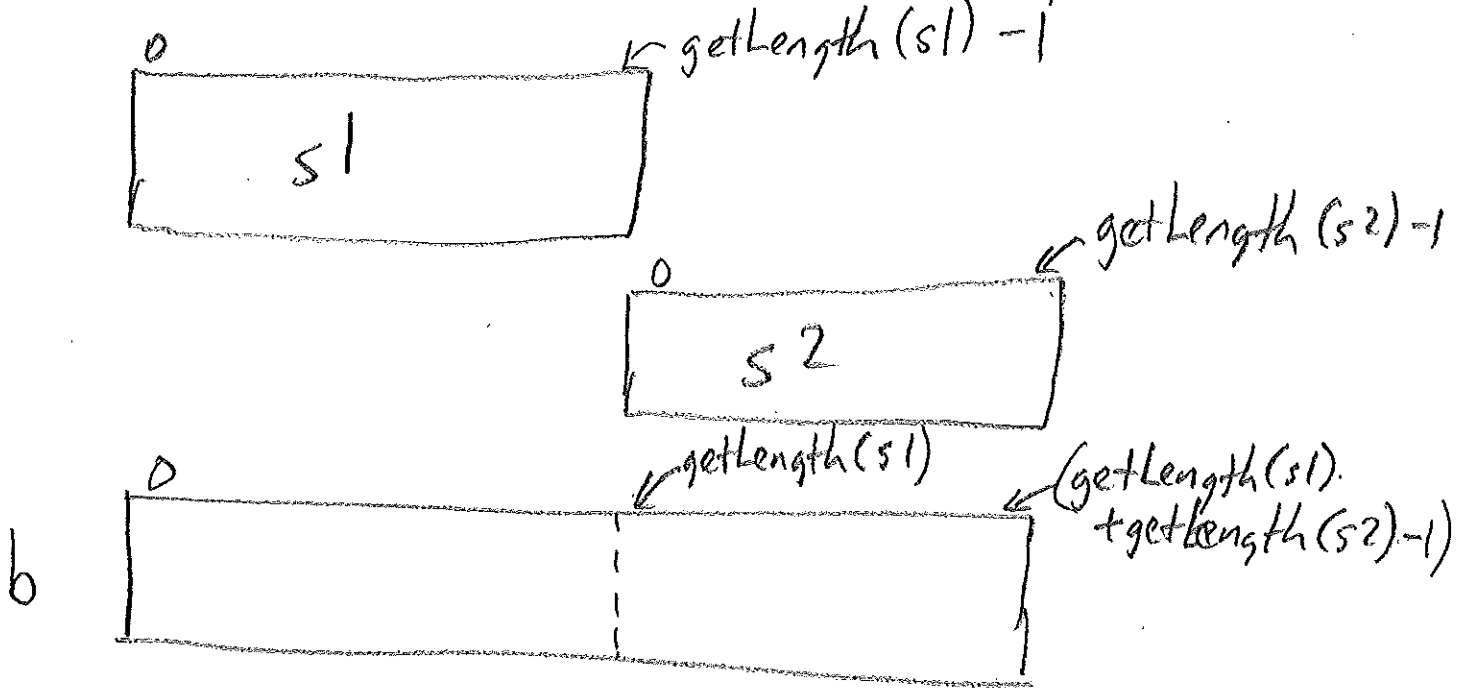
From White-board, splicing together two sounds: s1 followed by s2




```
def blend(s1,s2):
    b = makeEmptySound(getLength(s1)+getLength(s2))
    s2Index = 0
    for indexB in range(0,getLength(b)):
        if indexB < getLength(s1):
            bValue = getSampleValueAt(s1,indexB)
        else:
            bValue = getSampleValueAt(s2,s2Index)
            s2Index = s2Index + 1
        setSampleValueAt(b,indexB,bValue)
    return b
```

An alternate implementation use two for-loops to copy s1 to b followed by copy s2 to b.

```
def blendAlt(s1, s2):
    b = makeEmptySound(getLength(s1)+getLength(s2))
    for indexB in range(0, getLength(s1)):
        bValue = getSampleValueAt(s1, indexB)
        setSampleValueAt(b, indexB, bValue)

    s2Index = 0
    for indexB in range(getLength(s1), getLength(b)):
        bValue = getSampleValueAt(s2, s2Index)
        setSampleValueAt(b, indexB, bValue)
        s2Index = s2Index + 1

    return b
```