

The subject of this work is to analyse and implement some of the methods used in programs for sound processing. The work consists of two parts. The theoretical part contains a description of methods, procedures and data structures used in this area. It describes the process of sound sampling, structure of the WAVE format and explains the principles of basic digital audio filters. The practical part is formed from the implementation of some mentioned methods in the visual audio editor. The program, entitled AEditor, allows projection of the track in the main window, its playing, editing and the application of digital filters, with the preview of the filter setting in real time.