SEQ
A construct for sequential behavior

How do we make a sequence of sounds:
\[ \text{seq}(\text{osc}(c4), \text{osc}(d4)) \]

Semantics:
- Evaluate osc(c4) at default time \( t=0 \)
- Resulting sound has *logical stop time* of 1.0
- Evaluate osc(d4) at start time \( t=1.0 \)
- Return the sum of the results
Counterexample

- You MUST use seq with behavior expressions, not sound values:

  set x = osc(c4) ; *compute sounds*
  set y = osc(d4) ;
  play seq(x, y) ; *WRONG!!*

  function x() return osc(c4) ; *define*
  function y() return osc(d4) ; *behaviors*
  play seq(x(), y()) ; *RIGHT!!*