

```
#include <stdio.h>
#include <stdlib.h>
#define SIZE (4*44100) // 1秒の音データ.
int main() {
    FILE *fp2;
    unsigned char
        h[44]={0x52,0x49,0x46,0x46, /* 識別子 RIFF を ascii code で */
               0x84,0x56,0x08,0x0, /* ファイルサイズ-8. [可変] */
               0x57,0x41,0x56,0x45, /* 識別子 WAVE を ascii code で */
               0x66,0x6d,0x74,0x20, /* fmt を ascii code で */
               0x10,0x0,0x0,0x0, /* linear PCM */
               0x1,0x0, /* linear PCM */
               0x2,0x0, /* stereo */
               0x44,0xac,0x0,0x0, /* sampling rate = 44100 = 0xac44 */
               0x10,0xb1,0x2,0x0, /* byte per second, 44100*4 */
               0x4,0x0, /* 16 bit, stereo */
               0x10,0x0, /* bit/sample, 16 bit */
               0x64,0x61,0x74,0x61, /* 識別子 data を ascii code で */
               0xb8,0x55,0x8,0x0}; /* 以下のデータ部分のファイルサイズ. [可変] */
    unsigned char data[SIZE];
    int c;
    int i;
    int filesize = (44+SIZE)-8;
    int datasize = SIZE;
    fp2 = fopen("mysound.wav", "w");
    h[4] = filesize % 0x100; h[5] = (filesize/0x100) % 0x100;
    h[6] = (filesize/0x10000) % 0x100; h[7] = (filesize/0x1000000) % 0x100;
    h[40] = datasize % 0x100; h[41] = (datasize/0x100) % 0x100;
    h[42] = (datasize/0x10000) % 0x100; h[43] = (datasize/0x1000000) % 0x100;

    /* set data in the array data */
    for (i=0; i<SIZE; i++) data[i] = random()%0x100;

    for (i=0; i<44; i++) fputc(h[i], fp2);
    for (i=0; i<SIZE; i++) fputc(data[i], fp2);
    fclose(fp2);
}

/*
WAVE ファイルの形式 [WAVE file format] で検索.
*/
```