

Lesson 1

The Music Player

Daniel Ren

2020-10-13

Outline

- Review
- Thinking Time
- Knowledge
- Exercise
- Assignment

Review

How to make the game better?

- Keep a record of score?
- Let user decide the bets number?

Review

Need a little help?

How to make the game better?

- Keep a record of score
- Let user decide the bets number?

```
<form name="f" id="f">
  Stage: <input type="text" name="stage" value="First Throw"/>
  Point: <input type="text" name="pv" value=" "/>
  Outcome: <input type="text" name="outcome" value=" "/>

  <!-- slide 7 -->
  Bank roll: <input name="bank" value="100"/>

</form>
```

When win:

```
var bank = Number(document.f.bank.value);
bank=bank+20;
document.f.bank.value=String(bank);
```

When lose:

```
var bank = Number(document.f.bank.value);
if (bank < 10) {
  alert("You ran out of money! Add some more and try again.");
  return;
}
bank=bank-10;
document.f.bank.value=String(bank);
```

Thinking time: Want to make it better?

How about:

- Adding a background music?
- Designing a nice interface?

Knowledge- let's play a music.

The **audio** Element:

```
<!-- provide controls to let users control the playing -->  
<audio src="Audio/Spark.mp3" controls="controls">  
    Your browser does not support HTML5 Audio. Please shift to a newer browser.  
</audio>  
<!-- Play the audio automatically -->  
<audio src="Audio/Spark.mp3" autoplay=True>  
    Your browser does not support HTML5 Audio. Please shift to a newer browser.  
</audio>
```

Knowledge- let's play a music.

The **audio** Element:

There are currently three popular file formats supported by browsers:

- MP3 (MPEG Audio Layer 3),
- WAV (Waveform Audio),
- OGG (Ogg Vorbis).

One thing to watch out for is that not all browsers support all audio formats.

Browser	MP3	WAV	OGG
Internet Explorer	Yes	No	No
Edge	Yes	Yes	No
Firefox	Using OS support	Yes	Yes
Chrome	Yes	Yes	Yes
Safari	Yes	Yes	No
Opera	Yes	Yes	Yes

Knowledge- let's play a music.

The **audio** Element:

One thing to watch out for is that not all browsers support all audio formats.

The way to work around this limitation is to provide the browser with alternative formats to play. The audio element allows multiple source elements within the tag, and the browser automatically uses the first recognized format

```
<audio controls="controls">
  <source src="music.ogg" type="audio/ogg" />
  <source src="music.mp3" type="audio/mpeg" />
  Your browser does not support HTML5 Audio. Please shift to a newer browser.
</audio>
```


Knowledge- let's play a music.

Use JavaScript:

Audio can also be loaded dynamically by using the Audio object in JavaScript, which allows us to load, play, and pause sound files as needed.

```
<script>
    function playAudio() {
        var sound=new Audio();
        sound.src="Audio/Spark.mp3";
        sound.play();
    }
</script>
```

Knowledge- let's play a music.

Use JavaScript:

A list of actions for the Audio object in JavaScript.

`.play();` - This will play the music.

`.pause();` - This will stop the music.

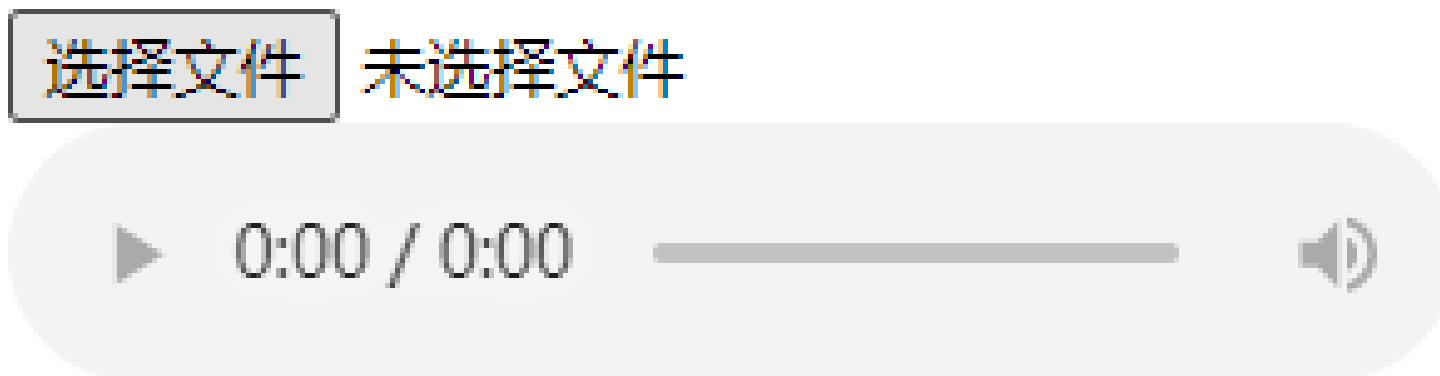
`.duration;` - Returns the length of the music track.

`.currentTime = 0;` - This will rewind the audio to the beginning.

`.loop = true;` - This will make the audio track loop.

`.muted = true;` - This will mute the track

Exercise – create a music player in HTML



Assignment

Create an Audio player in the HTML with the following features.

- Can play and pause
- Can control the volume and mute the sound

