

Package src.game

Class AudioManager

java.lang.Object
src.game.AudioManager

```
public class AudioManager
extends Object
```

Audio manager for loading and playing sound effects in the Sudoku game. Provides static methods to load audio clips from resources, play them, loop them, and control muting. Audio clips are cached in memory for quick access. Supported audio formats: WAV files

Constructor Summary

Constructors

Constructor	Description
AudioManager()	

Method Summary

All Methods Static Methods Concrete Methods

Modifier and Type	Method	Description
static void	load(String key, String resourcePath)	Loads an audio clip from a resource path and caches it with the given key.
static void	loop(String key)	Plays a previously loaded audio clip in a continuous loop.
static void	play(String key)	Plays a previously loaded audio clip from the beginning.
static void	setMuted(boolean mute)	Sets the global mute state for all audio playback.
static void	stop(String key)	Stops playback of a previously loaded audio clip.

Methods inherited from class java.lang.Object

clone , equals , finalize , getClass , hashCode , notify , notifyAll , toString , wait , wait , wait

Constructor Details

AudioManager

```
public AudioManager()
```

Method Details

load

```
public static void load(String key,  
                      String resourcePath)
```

Loads an audio clip from a resource path and caches it with the given key. Must be called before playing a sound.

Parameters:

key - a unique identifier for this audio clip (e.g., "correct", "wrong")

resourcePath - the classpath resource path to the WAV file (e.g., "/sounds/correct.wav")

play

```
public static void play(String key)
```

Plays a previously loaded audio clip from the beginning. If the clip is already playing, it stops and restarts from the beginning. Does nothing if the audio system is muted.

Parameters:

key - the identifier of the audio clip to play

loop

```
public static void loop(String key)
```

Plays a previously loaded audio clip in a continuous loop. Does nothing if the audio system is muted.

Parameters:

key - the identifier of the audio clip to loop

stop

```
public static void stop(String key)
```

Stops playback of a previously loaded audio clip.

Parameters:

key - the identifier of the audio clip to stop

setMuted

```
public static void setMuted(boolean mute)
```

Sets the global mute state for all audio playback. When muted, all play() and loop() calls are ignored, and existing sounds are stopped.

Parameters:

mute - true to mute all sounds, false to unmute