

# What I have added

```
<!-- My script -->
<script>
  const mainBackgroundImage =
getComputedStyle(document.body).backgroundImage;

function changeBackgroundImage(e) {
  const audio = document.querySelector(`audio[data-key="$
{e.keyCode}"]`);
  if (!audio) return;

  // Change background image based on the key pressed
  const imageName = audio.src.split('/').pop().split('.')[0];
  const body = document.querySelector('body');
  body.style.backgroundImage = `url("img/${imageName}.jpeg")`;

  // Revert back to the main background image after a certain duration
  setTimeout(() => {
    body.style.backgroundImage = mainBackgroundImage;
  }, 200); // 200 milliseconds (0.2 seconds)
}

window.addEventListener('keydown', changeBackgroundImage);
</script>
</body>
</html>
```

As an extra feature, I have also added images to the drum kit. For each sound key, I have added an image with the same name (but with the '.jpeg' extension instead of '.wav'), so the image name matches the sound name. In the JavaScript, the background image of the page is changed based on the pressed key. This makes the drum kit interactive not only with sounds but also with corresponding images.