

CECS277 – Supplemental Lecture – GUI Apps – Sound Effects

Sounds – You can add an extra layer of interactivity to your programs by incorporating sound.

The simplest way is to use the computer's operating system alert or beep sound. This is mostly used to get the user's attention, for example, if the user did something wrong, or needs to fill in a missing field on a form.

```
Toolkit.getDefaultToolkit().beep();
```

Next is to play a sound file, like a .wav or .au file. Call the play() function anywhere that you have a short audio file that you'd like to play.

```
public class Panel extends JPanel implements MouseListener{
    ...
    public void mouseClicked( MouseEvent e ) {
        play( "sound.wav" );
    }
    public static void play( String filename ) {
        try {
            Clip clip = AudioSystem.getClip();
            clip.open( AudioSystem.getAudioInputStream(
                new File( filename ) ));
            clip.start();
        } catch( LineUnavailableException e ) {
            System.out.println( "Audio Error" );
        } catch( IOException e ) {
            System.out.println( "File Not Found" );
        } catch( UnsupportedAudioFileException e ) {
            System.out.println( "Wrong File Type" );
        }
    }
    ...
}
```