

Adding sound to project

1. Method One:

```
var audioElement = new Audio('sound.wav');  
audioElement.play();
```

2. Method Two:

```
var audio = document.createElement('audio');  
audio.src = 'sound.m4a';  
audio.currentTime = 0;  
audio.play();
```

```
audio.pause();    ← can pause sound
```

```
var isPaused = audioOrVideo.paused.    ← can check if the sound is paused
```

<https://developer.mozilla.org/en-US/docs/Web/API/HTMLAudioElement>