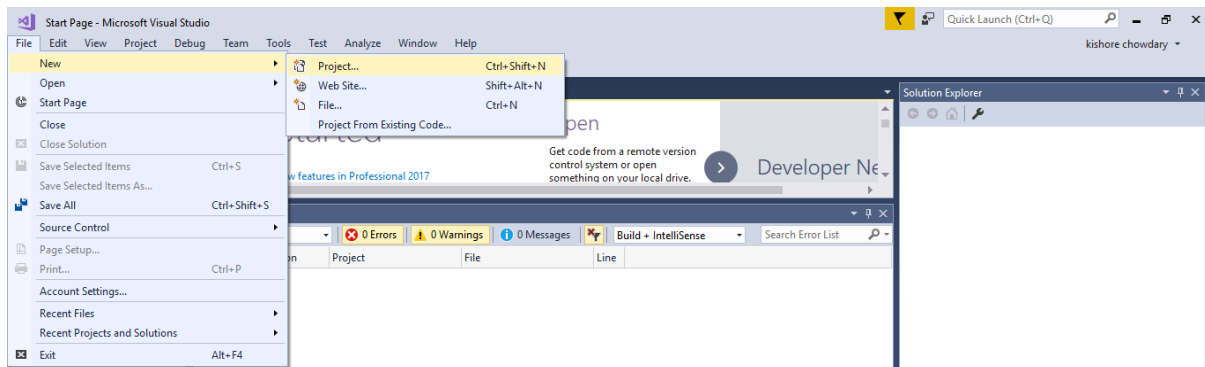# AV Control

The following document is for creating an android application that can control the audio. A button will be designed using which the audio can be controlled. Let us see the steps now.
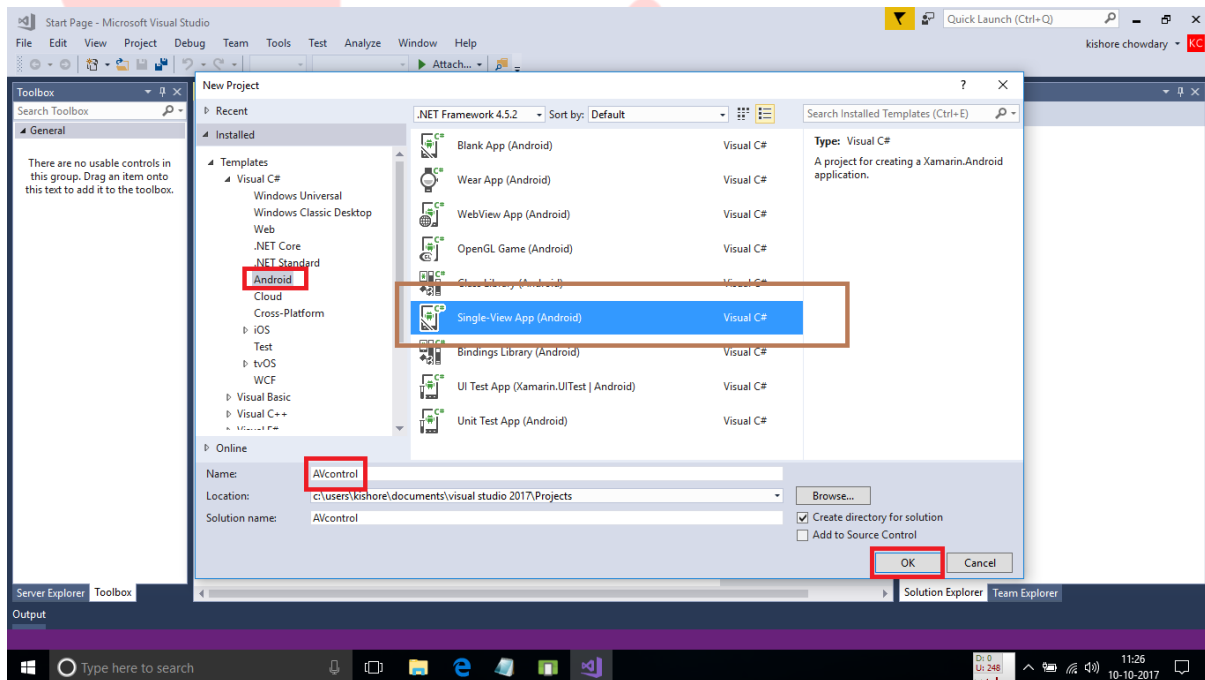
Step 1:

Open the Visual studio. The version can be even Visual studio 2015 with an update that supports Xamarin development. After opening the visual studio go to **New→Project.**
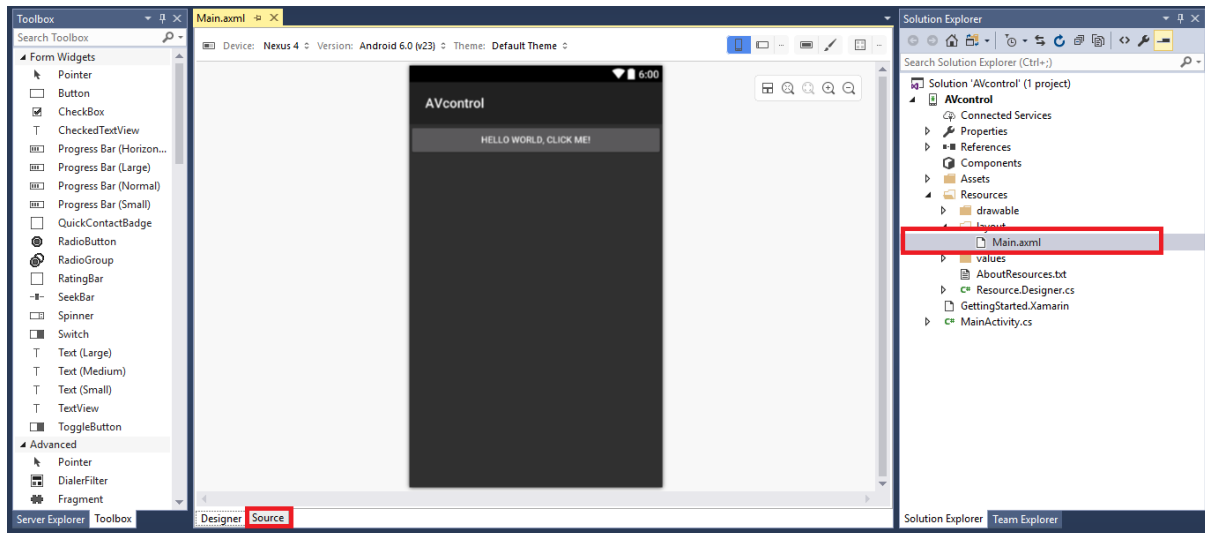

Step 2:

Next you have to choose your platform and technology. In the left side menu choose **Android.** Next in the options that are displayed, choose the **Single View App (Android)** and name it as **AVcontrol** and the hit on **Ok.**
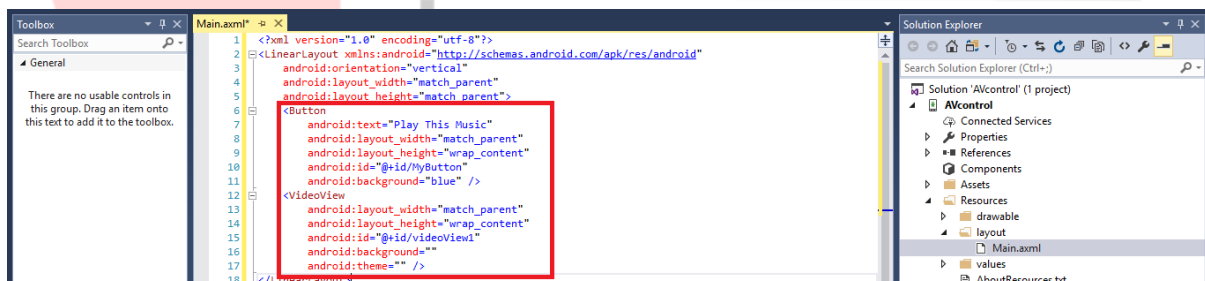
Step 3:

Now expand the **Resources** folder in the solution explorer which is in the right side. Then expand the **Layout** folder and click on the **Main.axml** which well display a designer window of mobile phone. There in the bottom you can find a small button with name **Source.** Click on it to go to the axml source code page.

Step 4:

By default, you can find a piece of prewritten code for a button. We are going to design the interface for our application now. Replace the code in there with the below given code.
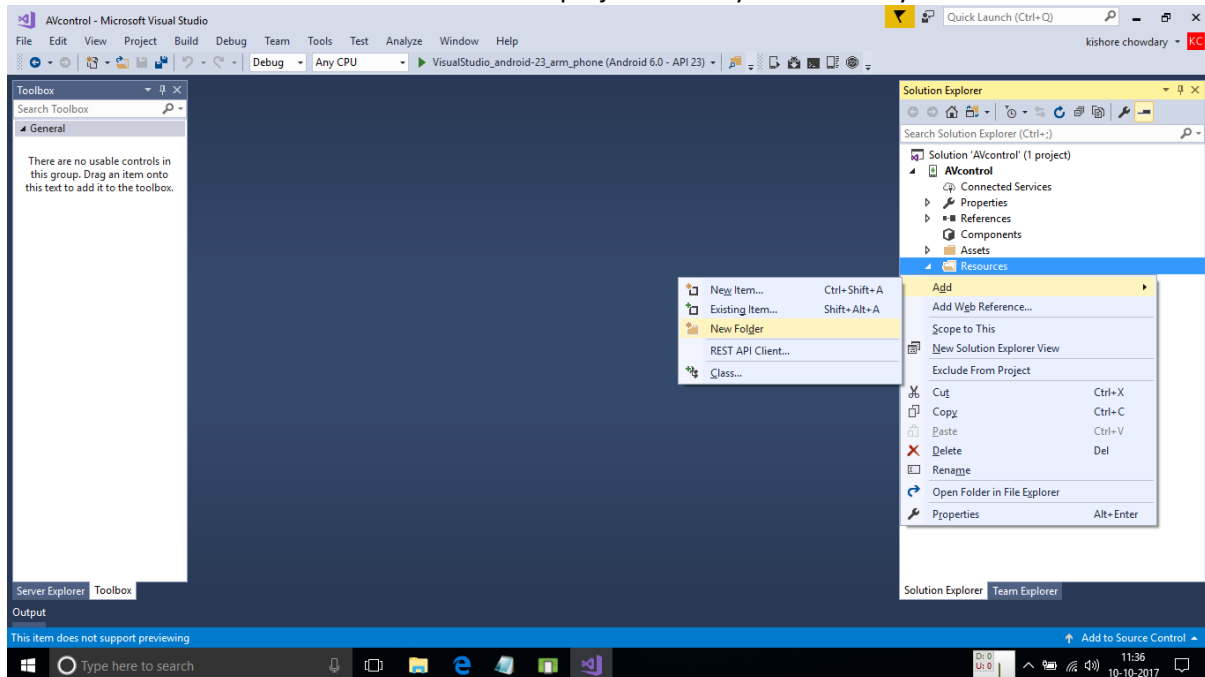

Main.axml:

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
  android:orientation="vertical"
  android:layout_width="match_parent"
  android:layout_height="match_parent">
  <Button
    android:text="Play the audio"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:id="@+id/MyButton" />
  <VideoView
    android:layout_width="match_parent"
```
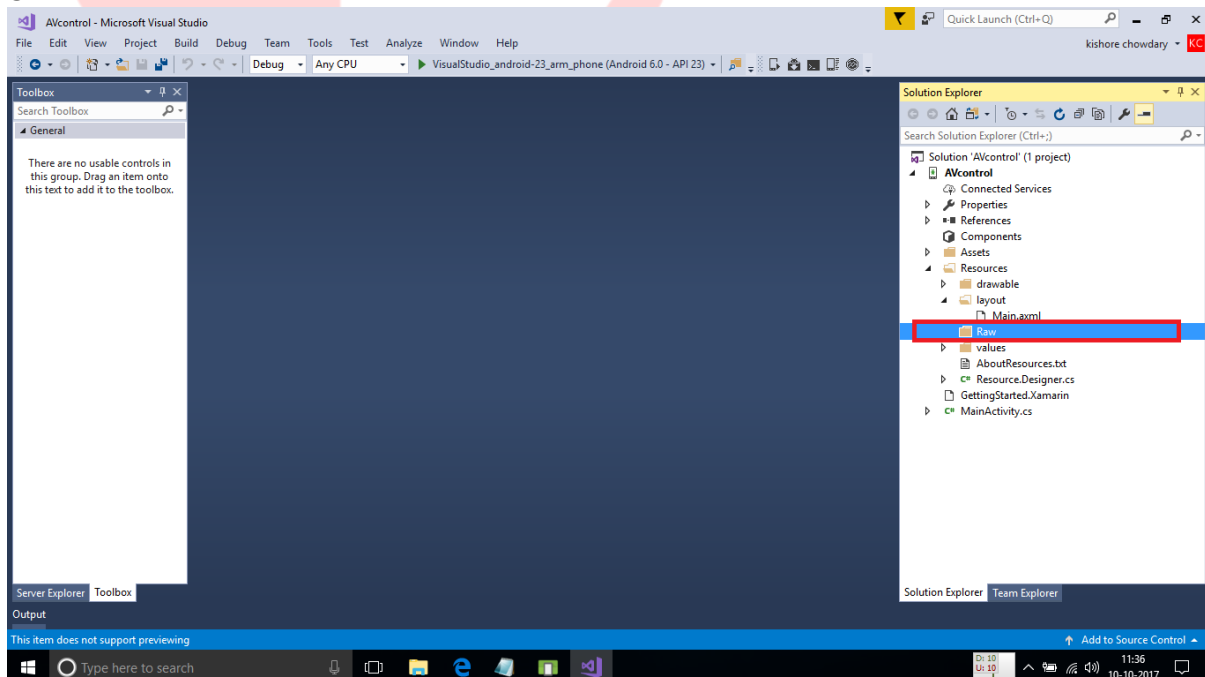
```
            android:layout_height="wrap_content"
            android:id="@+id/videoView1" />
</LinearLayout>
```
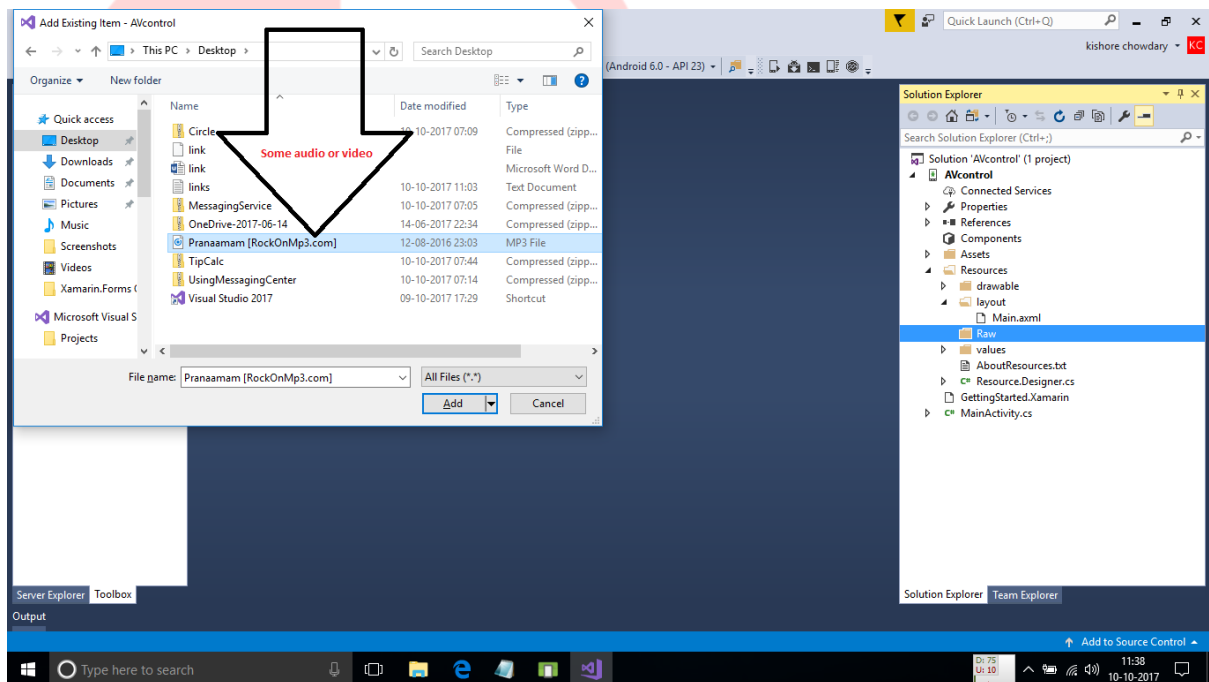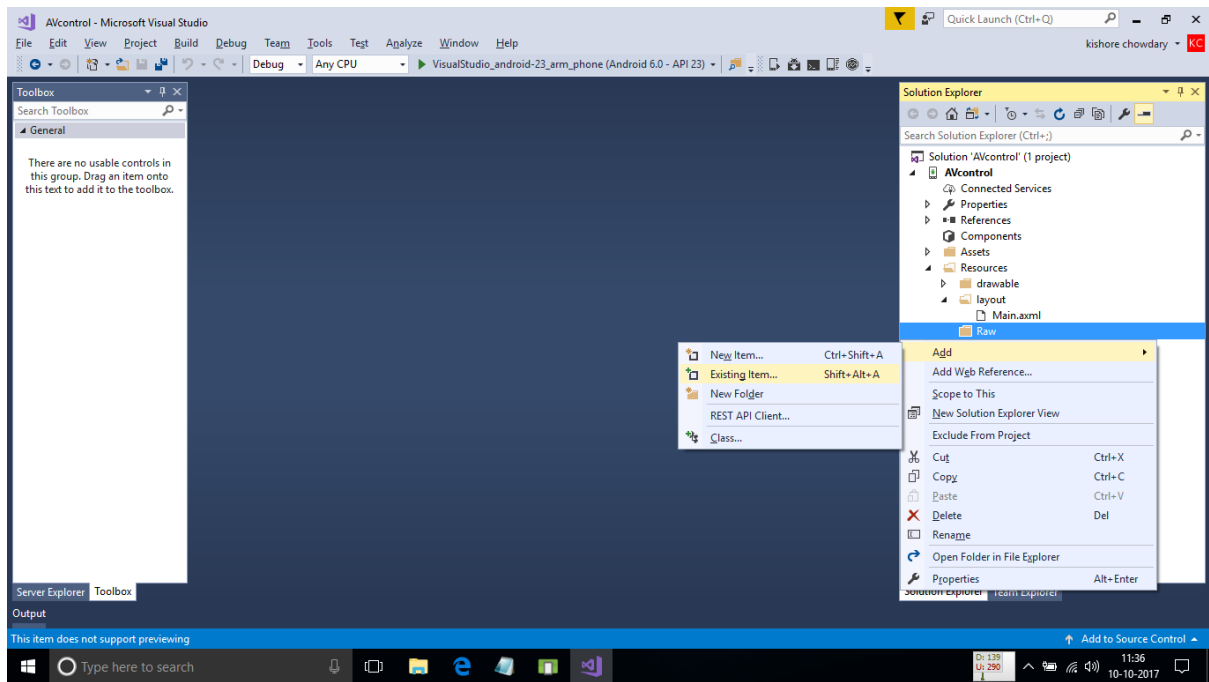
Step 5:

Now you need to add your audio into the application which you want to play using the button. In the solution explorer right click on the **Resources** and go to **Add→New Folder** and five a name for that folder. This will add a new folder into the project where you can have your audio.
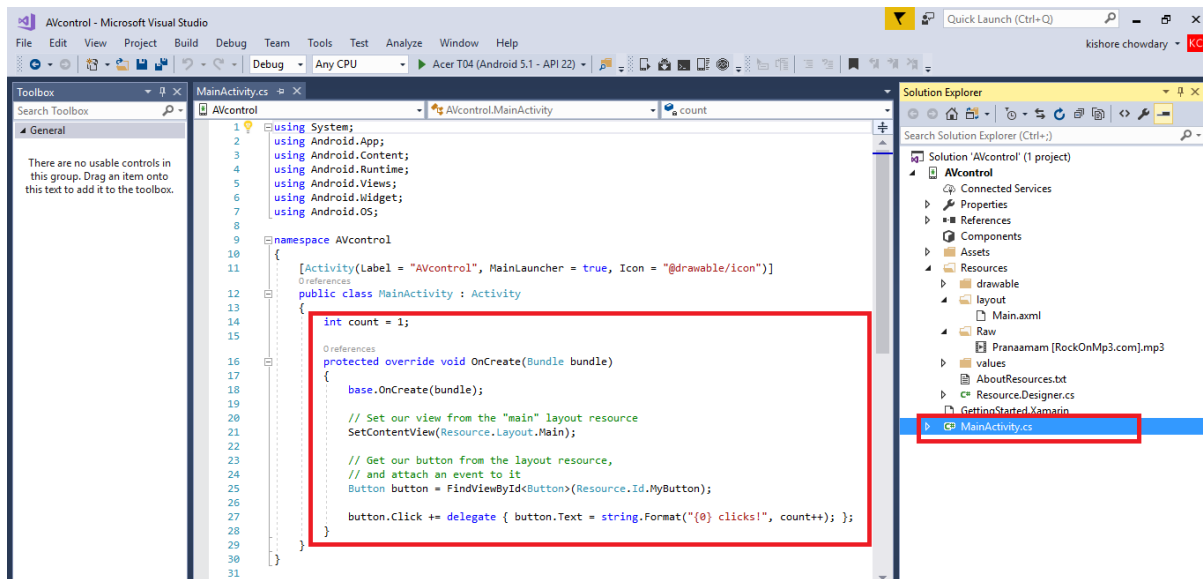

After creating the folder add your audio file into the folder by right clicking the folder and go to **Add→Existing Item.** This will let you to browse for your audio clip. Choose your audio clip and hit **OK.**

Step 7:

Now click on the **MainActivity.cs** page in the solution explorer. You will be shown with a page that consists of the C# code which will perform some task. Replace that code with the below given code.
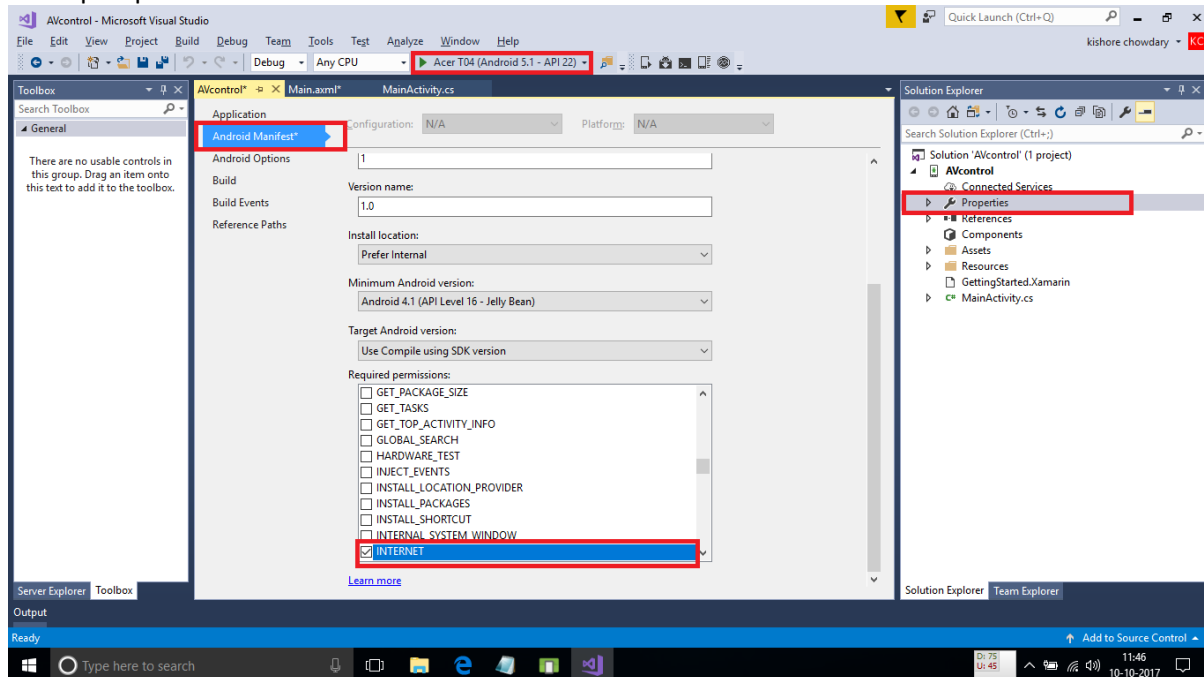
MainActivity.cs:

```
using System;
using Android.App;
using Android.Content;
using Android.Runtime;
using Android.Views;
using Android.Widget;
using Android.OS;
using Android.Media;
namespace AVcontrol
{
    [Activity(Label = "AVcontrol", MainLauncher = true, Icon = "@drawable/icon")]
    public class MainActivity : Activity
    {
        MediaPlayer player;
        protected override void OnCreate(Bundle bundle)
        {
            base.OnCreate(bundle);
            // Set our view from the "main" layout resource
            SetContentView(Resource.Layout.Main);
            player = MediaPlayer.Create(this, Resource.Raw.pranam);
            Button button = FindViewById<Button>(Resource.Id.MyButton);
            button.Click += delegate {
                player.Start();
            };
            var videoView1 = FindViewById<VideoView>(Resource.Id.videoView1);
            var uri = Android.Net.Uri.Parse("https://www.youtube.com/watch?v=wg-kEWsL6Xc");
            videoView1.SetVideoURI(uri);
            videoView1.Start();
        }
    }
}
```

Step 8:

After finishing the code, double click on the **Properties.** You will be getting a properties page. In there, click on the **Android Manifest.** You will get a setting page. In that you can see a list of options under a heading **Required Permissions.** There choose the **Internet** option and enable it. This will let you to work online as well. After doing all these, Save the project and click on the **Triangle** button at the top or press the **F5** button.

Output: