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# Adding Sound: Example10Applet

Here are the important methods for loading, starting, and stopping music in an animation. The animation will have a continuous background soundtrack, as well as a *bloop* sound that is repeated each time Duke waves. The code for the entire applet can be found in [Example10Applet.java](http://docs.google.com/Example10Applet.java).

AudioClip background;  
 AudioClip bubble;  
  
 */\*\*  
 \* Initialize the applet and compute the delay between frames.  
 \*/*  
 public void init() {  
 String str = getParameter("fps");  
 int fps = (str != null) ? Integer.parseInt(str) : 10;  
 delay = (fps > 0) ? (1000 / fps) : 100;  
  
 tracker = new MediaTracker(this);  
 frames = new Image[10];  
 for (int i = 1 ; i <= 10 ; i++) {  
 frames[i-1] = getImage(getCodeBase(), "duke/T" + i + ".gif");  
 tracker.addImage(frames[i-1], 0);  
 }  
  
 background = getAudioClip(getCodeBase(), "audio/spacemusic.au");  
 bubble = getAudioClip(getCodeBase(), "audio/bubble1.au");  
 }  
  
 */\*\*  
 \* This method is called when the applet becomes visible on  
 \* the screen. Create a thread and start it.  
 \*/*  
 public void start() {  
 animator = new Thread(this);  
 animator.start();  
 *// Start the background music*  
 background.loop();  
 }  
  
 */\*\*  
 \* This method is called when the applet is no longer  
 \* visible. Set the animator variable to null so that the  
 \* thread will exit before displaying the next frame.  
 \*/*  
 public void stop() {  
 animator = null;  
 offImage = null;  
 offGraphics = null;  
 *// Stop the background music*  
 background.stop();  
 }  
  
 */\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paintFrame(Graphics g) {  
 *// Only paint when all images have arrived*  
 if (tracker.statusID(0, true) == MediaTracker.COMPLETE) {  
 g.drawImage(frames[frame % 10], 0, 0, null);  
 }  
 *// Play the bubble audio when Duke waves*  
 if ((frame % 10) == 3) {  
 bubble.play();  
 }  
 }