

JavaScript Audio Player Code Documentation

Selecting Elements

- ``play``, ``next``, ``prev``: Buttons for controlling the audio player.
- ``progressBar``: Shows how much of the audio has been played.
- ``sName``: Displays the current song name.
- ``startTime`` and ``endTime``: Show current playback time and total duration.

Song Array

``songArr`` is an array containing the paths of audio files. These are cycled through when 'next' or 'prev' buttons are pressed.

Format Time Function

``formatTime(seconds)`` converts seconds into ``minutes:seconds`` format, ensuring seconds always have 2 digits.

Initial Setup

- ``currentIndex`` starts at 0, meaning the first song will be loaded.
- ``audio`` is an Audio object that will play songs.
- The song name and source are initialized with the first song.

Next Button Functionality

- Increases ``currentIndex`` by 1.
- If the index goes beyond the last song, it resets to 0.
- Updates song name and plays the new audio.
- Updates progress bar, start time, and end time.
- If the song finishes, it automatically plays the next song.

Previous Button Functionality

- Decreases ``currentIndex`` by 1.
- If the index goes below 0, it resets to the last song.
- Updates song name and plays the new audio.
- Updates progress bar, start time, and end time.
- If the song finishes, it automatically plays the next song.

Play/Pause Button Functionality

- If audio is paused, clicking play button starts playback and changes icon to pause.
- If audio is playing, clicking it pauses playback and changes icon to play.
- Updates progress bar, start time, and end time.
- If the song finishes, it automatically plays the next one.

Progress Bar Updates

Whenever `timeupdate` event is triggered:

- `curr` = current time of audio.
- `dur` = duration of audio.
- Progress bar width = $(curr / dur) * 100$.
- Updates time display (`startTime`, `endTime`).