

Audiodemo.js

```
let Playing = false
let track = document.getElementById("song");
let start_time
let end_time
let current_title = "Full Audio"

let timer=document.getElementById("counter")

var Play_Pause_Btn = document.getElementById("Play_Pause");
Play_Pause_Btn.addEventListener("click",Play_Pause);

var Fast_Forward_Button = document.getElementById("Fast_Forward");
Fast_Forward_Button.addEventListener("click",Fast_Forward);

var Rewind_Button = document.getElementById("Rewind_Button");
Rewind_Button.addEventListener("click",Rewind);

function Song_Timer()
{
    var curTime= Math.floor(track.currentTime).toString();
    let mins= Math.floor(curTime/60);
    let secs= curTime-mins*60
    if (secs<10)
    {
        timer.innerHTML=mins+":0"+secs
    }
    else
    {
        timer.innerHTML=mins+": "+secs
    }
}
setInterval(Song_Timer,100)
```

```
function Play_Pause()
{
    if(Playing==false)
    {
        console.log("play")
        track.play();
        Playing=true;
    }
    else
    {
        console.log("pause")
        track.pause()
        Playing=false;
    }
}

function Fast_Forward()
{
    track.pause()
    Playing=false
    console.log("Fast_Forward")
    track.currentTime+=5;
}

function Rewind()
{
    track.pause()
    Playing=false
    console.log("RW")
    track.currentTime-=5;
}

function selectTitle (button) {
    var x = button.id;
    switch (x) {
        case '1':
```

```
        current_title="Full Song"
        console.log("1")
        track.pause()
        start_time=0
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        break;
    case '2':
        current_title="Intro"
        track.pause()
        start_time=0
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("2");
        break;
    case '3':
        current_title="Beginning"
        track.pause()
        start_time=4
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("3");
        break;
    case '4':
        current_title="Rising"
        console.log("4");
        track.pause()
        start_time=32
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        break;
    case '5':
```

```
        current_title="You Can Do Anything You Want to"
        track.pause()
        start_time=66
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("5");
        break;
    case '6':
        current_title="Beginning 2"
        track.pause()
        start_time=97
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("6");
        break;
    case '7':
        current_title="Slowing Down"
        track.pause()
        start_time=130
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("7");
        break;
    case '8':
        current_title="Rising 2"
        track.pause()
        start_time=157
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("8");
        break;
    case '9':
```

```
        current_title="You Can Do Anything You Want To 2"
        track.pause()
        start_time=191
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("9");
        break;
    case '10':
        current_title="Getting Faster"
        track.pause()
        start_time=220
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("10");
        break;
    case '11':
        current_title="Beginning 3"
        track.pause()
        start_time=239
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("11");
        break;
    case '12':
        current_title="Rising 3"
        track.pause()
        start_time=267
        track.currentTime=start_time
        end_time=999
        Playing=false
        track.addEventListener("canplay", checking)
        console.log("12");
        break;
    case '13':
```

```
        current_title="You Can Do Anything You Want to 3"  
        track.pause()  
        start_time=300  
        track.currentTime=start_time  
        end_time=999  
        Playing=false  
        track.addEventListener("canplay", checking)  
        console.log("13");  
        break;  
    case '14':  
        current_title="Beginning 4"  
        track.pause()  
        start_time=532  
        track.currentTime=start_time  
        end_time=999  
        Playing=false  
        track.addEventListener("canplay", checking)  
        console.log("14");  
        break;  
    case '15':  
        current_title="Slowing Down 2"  
        track.pause()  
        start_time=365  
        track.currentTime=start_time  
        end_time=999  
        Playing=false  
        track.addEventListener("canplay", checking)  
        console.log("15");  
        break;  
    case '16':  
        current_title="Rising 4"  
        track.pause()  
        start_time=391  
        track.currentTime=start_time  
        end_time=999  
        Playing=false  
        track.addEventListener("canplay", checking)  
        console.log("16");  
        break;  
    case '17':
```

```
current_title="You Can Do Anything You Want to 4"
    track.pause()
    start_time=425
    track.currentTime=start_time
    end_time=999
    Playing=false
    track.addEventListener("canplay", checking)
    console.log("17");
    break;
case '18':
current_title="Getting Gaster 2"
    track.pause()
    start_time=457
    track.currentTime=start_time
    end_time=999
    Playing=false
    track.addEventListener("canplay", checking)
    console.log("18");
    break;
case '19':
current_title="Beginning 5"
    track.pause()
    start_time=472
    track.currentTime=start_time
    end_time=999
    Playing=false
    track.addEventListener("canplay", checking)
    console.log("19");
    break;
case '20':
current_title="Ending Finally"
    track.pause()
    start_time=496
    track.currentTime=start_time
    end_time=999
    Playing=false
    track.addEventListener("canplay", checking)
    console.log("19");
    break;
default:
```

```
        return false;
    }
}

//working
function checking()
{
    if(track.currentTime>end_time)
    {
        track.pause()
        track.currentTime=start_time
        Playing=false
    }
}
setInterval(checking,500)

function setTitle()
{
    file.innerHTML="Trance.mp3"+" "+ current_title
}
setInterval(setTitle,500)
```