Ex. No. 6   **JavaScript User defined Objects and Media Tags**

Write a JavaScript program to control (play, pause, stop) the audio/video in a web page.(JavaScript User defined Objects and Media Tags)

AIM:

       To develop a JavaScript program to control (play, pause, stop) the audio/video in a web page.

PROGRAM:

```
<!DOCTYPE html>
<html>
<body>

<button onclick="playVid()" type="button">Play Video</button>
<button onclick="pauseVid()" type="button">Pause Video</button>
<button onclick="stopVid()" type="button">Stop Video</button>
<br> <br>
<video id="myVideo" width="320" height="176" controls>
  <source src="video1.mp4" type="video/mp4">
  Your browser does not support HTML5 video.
</video>
<br><br>

<button onclick="playAud()" type="button">Play Audio</button>
<button onclick="pauseAud()" type="button">Pause Audio</button>
<button onclick="stopAud()" type="button">Stop Audio</button><br>
<br>
<audio id="myAudio" controls>
  <source src="audio1.mp3" type="audio/mp3">
  Your browser does not support HTML5 audio.
</audio>

<script>
let vid = document.getElementById("myVideo");
let aud = document.getElementById("myAudio");
function playVid() {
  vid.play();
}
```

```
function pauseVid() {
  vid.pause();
}

function stopVid() {
  vid.pause();
  vid.currentTime=0;
}
function playAud() {
  aud.play();
}

function pauseAud() {
  aud.pause();
}

function stopAud() {
  aud.pause();
  aud.currentTime=0;
}
</script>

</body>
</html>
```

RESULT:

Thus the program to control (play, pause, stop) the audio/video in a web page has been developed and executed successfully.