

```
<!DOCTYPE html>
<html>
<body>
<audio controls="controls">
  <source src="pop.wav" type="audio/wav" />
  Your browser does not support the audio element.
</audio>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
</head>

<body>
<input type="button" id="click" value="pop"/>

<audio id="pop">
  <source src="pop.wav" type="audio/wav" />
  Your browser does not support the audio element.
</audio>

<script>
let sound = document.getElementById('pop')
let button = document.getElementById('click')

var playIt = function ( event ) {
  sound.play()
}
button.addEventListener('click', playIt, false )
</script>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>
<input type="button" id="btnPop" value="pop"/>
<input type="button" id="btnShutUp" value="shut up!"/>

<audio id="sndPop">
  <source src="pop.wav" type="audio/wav" />
  Your browser does not support the audio element.
</audio>

<audio id="sndDrum" autoplay loop>
  <source src="DrumMachine.mp3" type="audio/mp3" />
  Your browser does not support the audio element.
</audio>

<script>
var sndPop = document.getElementById('sndPop')
var sndDrums = document.getElementById('sndDrum')
var btnPop = document.getElementById('btnPop')
var btnShutUp = document.getElementById('btnShutUp')

var playPop = function ( event ) {
  sndPop.play()
}
btnPop.addEventListener('click', playPop, false );

var shutUp = function ( event ) {
  console.log('shut up')
  sndDrums.pause()
}

btnShutUp.addEventListener('click', shutUp, false )

var startToPlay = function () {
  console.log('start')
  sndDrums.play()
}

</script>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
</head>

<body>
<input type="button" id="btnPop" value="pop"/>
<input type="button" id="btnShutUp" value="shut up!"/>

<script>
var sndPop = new Audio('pop.wav')
var sndDrums = document.createElement('audio')
sndDrums.src = 'DrumMachine.mp3'
sndDrums.loop = true
sndDrums.play()

var btnPop = document.getElementById('btnPop')
var btnShutUp = document.getElementById('btnShutUp')

var playPop = function ( event ) {
    sndPop.play()
}
btnPop.addEventListener('click', playPop, false )

var shutUp = function ( event ) {
    sndDrums.pause()
}

btnShutUp.addEventListener('click', shutUp, false )
</script>
</body>
</html>
```