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Block04

Activity main

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
  
 tools:context=".MainActivity">  
  
 <Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="play"  
 android:id="@+id/button\_play"  
 android:layout\_alignParentTop="true"  
 android:layout\_centerHorizontal="true"  
 android:onClick="playMusic" />  
  
 <Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="pause"  
 android:id="@+id/button\_pause"  
 android:layout\_below="@+id/button\_play"  
 android:layout\_centerHorizontal="true"  
 android:onClick="pauseMusic" />  
  
 <Switch  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="looping"  
 android:id="@+id/switch\_looping"  
 android:layout\_centerVertical="true"  
 android:layout\_centerHorizontal="true"  
 android:checked="false" />  
</RelativeLayout>

Main\_Activity

package com.example.block\_04;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.os.Bundle;  
  
import android.media.MediaPlayer;  
import android.view.View;  
import android.widget.CompoundButton;  
import android.widget.Switch;  
  
public class MainActivity extends AppCompatActivity {  
  
 MediaPlayer pianoMusic;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
  
 // create a player ready to play the piano.mp3 file from the res/raw folder  
 pianoMusic = MediaPlayer.*create*(this, R.raw.*piano*);  
  
 // retrieve a reference to the switch View defined in the activity\_main.xml  
 Switch switch\_looping = (Switch) findViewById(R.id.*switch\_looping*);  
  
 // attach a listener to the switch to control the looping mode of the music player  
 switch\_looping.setOnCheckedChangeListener(new CompoundButton.OnCheckedChangeListener() {  
 @Override  
 public void onCheckedChanged(CompoundButton buttonView, boolean isChecked) {  
 pianoMusic.setLooping(isChecked);  
 }  
 });  
 }  
  
 public void playMusic (View v) {  
 pianoMusic.start();  
 }  
  
 public void pauseMusic (View v) {  
 if(pianoMusic.isPlaying())  
 pianoMusic.pause();  
 }  
  
  
 @Override  
 protected void onPause() {  
 super.onPause();  
 pianoMusic.release();  
 }  
}

