

How to Add Audio Files to Android App in Android Studio?

The audio file format is a file format for saving digital audio data on a computer system and all are aware of audio files. So in this article, we are going to discuss how can we add audio files to the android app. There are **three major groups** of audio file formats:

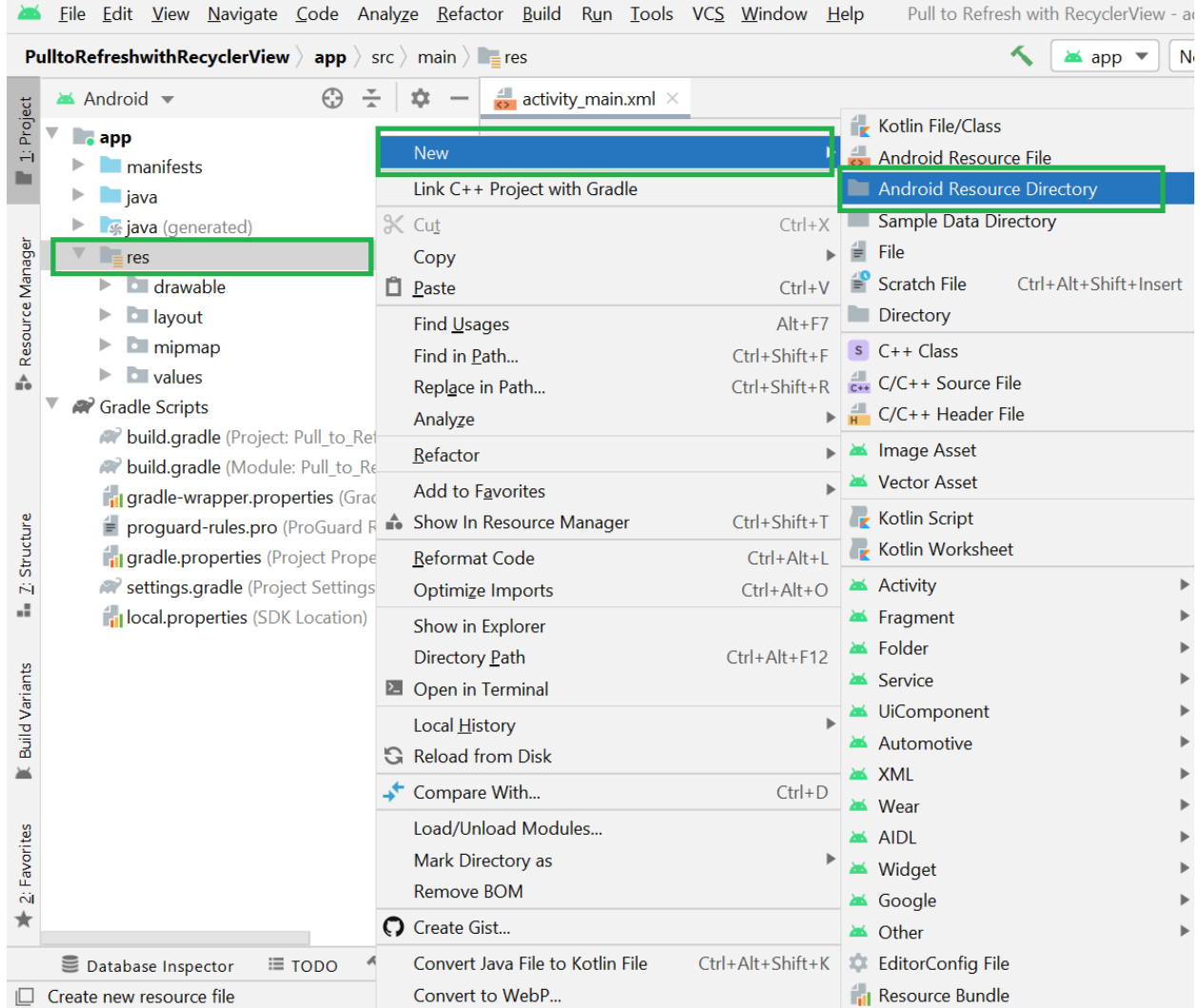
| Format Name | Description | Examples |
|-----------------------------------|---|--|
| Uncompressed audio formats | Uncompressed audio formats are also known as raw audio format. RAW Audio format or just RAW Audio is an audio file format for saving uncompressed audio in raw form. Comparable to WAV or AIFF in size, the RAW Audio file does not include any header information. | WAV (Waveform Audio File Format), AIFF (Audio Interchange File Format), etc. |
| Formats with lossless compression | A lossless compressed audio format saves data in a smaller space without wasting any information. The original, uncompressed data can be recreated from the compressed version. | FLAC, Monkey's Audio WavePack, TTA |
| Formats with lossy compression | The lossy audio format allows even greater reductions in file size by eliminating some of the audio information and simplifying the data. | Opus, MP3, Vorbis, Musepack, AAC, ATRAC |

Note: *Android supports the following audio format*

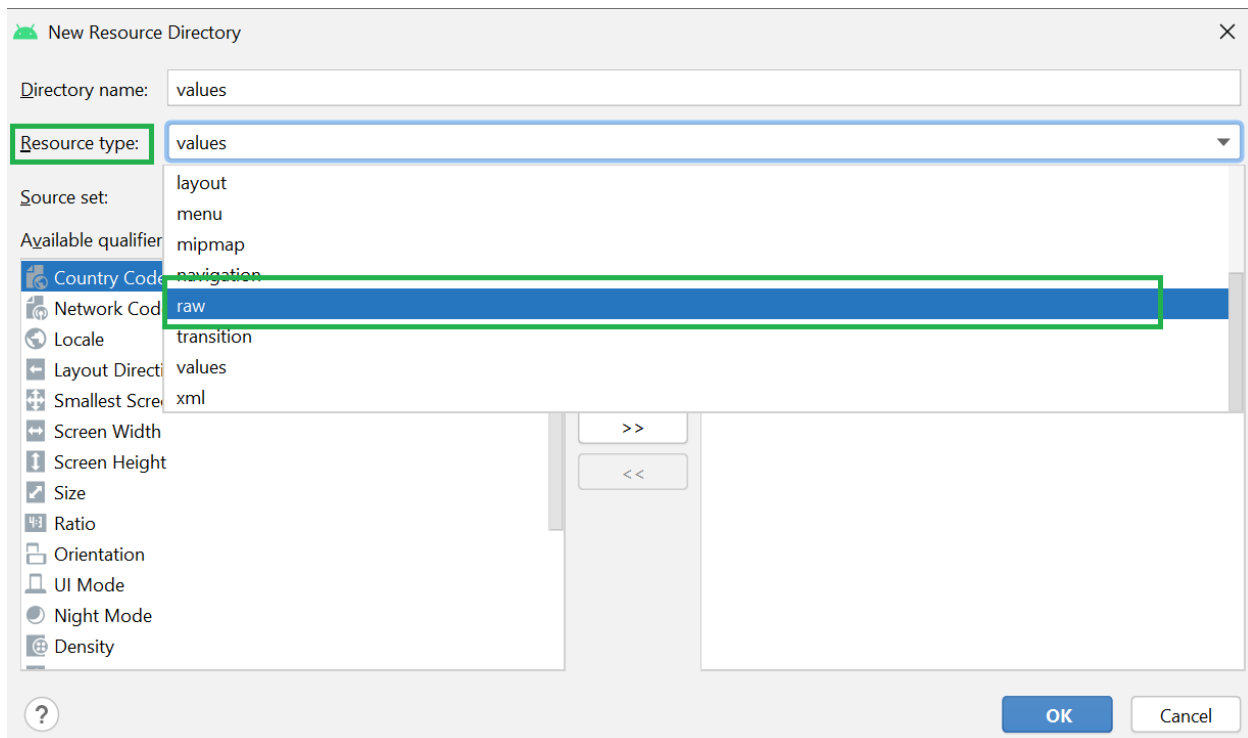
- *MP3*
- *MIDI*
- *Opus*
- *Vorbis*
- *PCM/WAVE*
- *FLAC*
- *AMR-WB*
- *AMR-NB etc.*

Step by Step Implementation

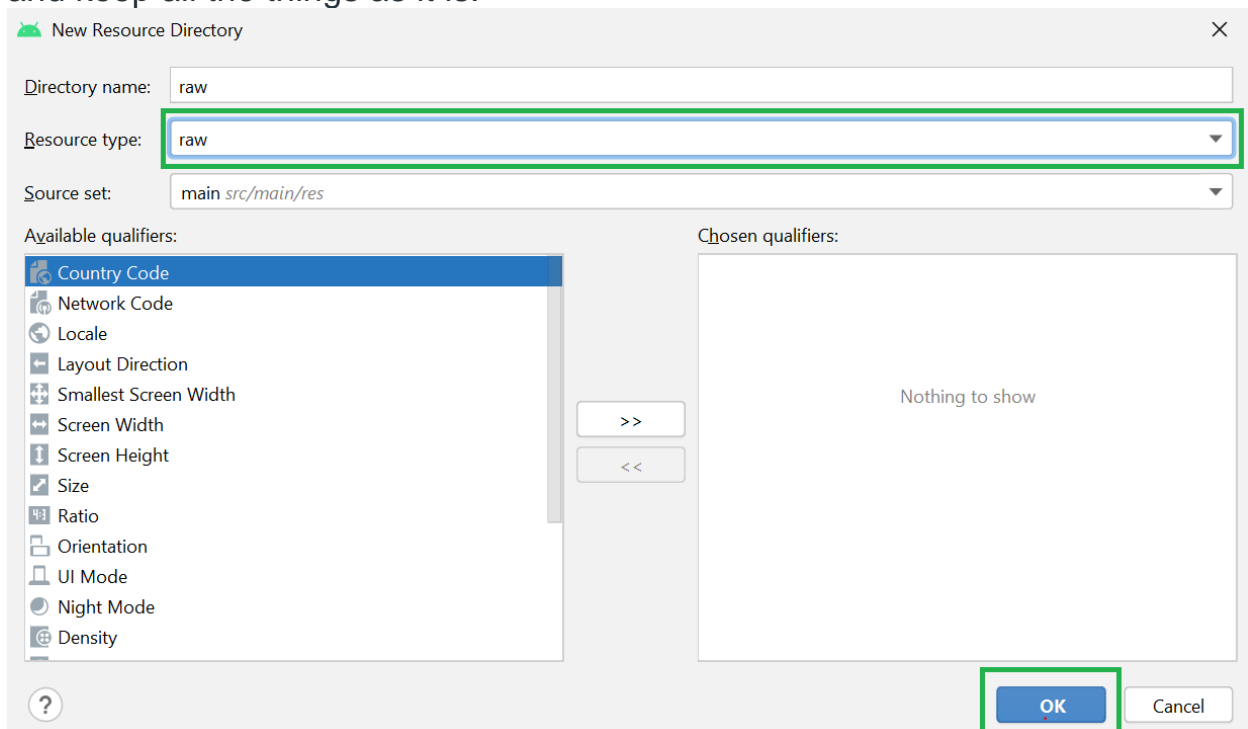
Step 1: Open your android studio go to the **app > res > right-click > New > Android Resource Directory** as shown in the below image.



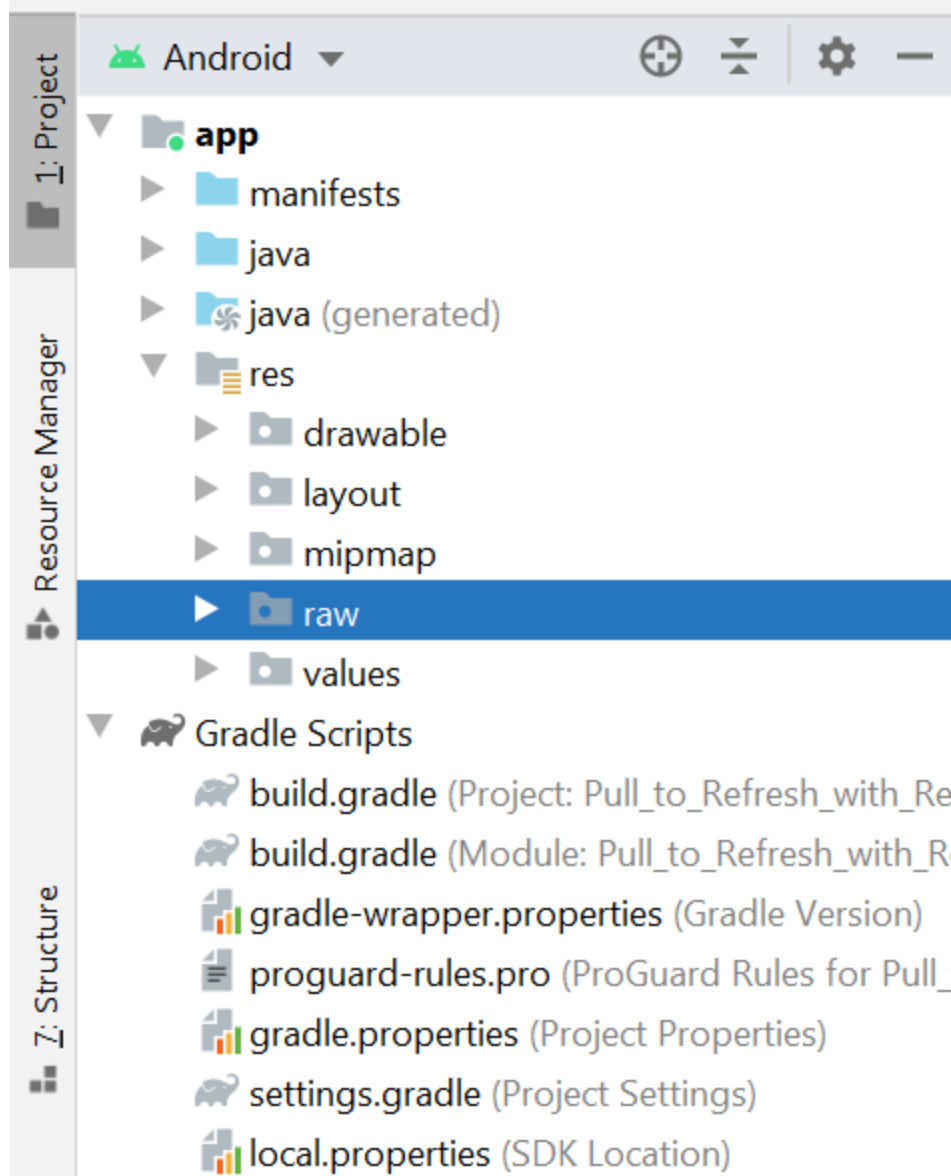
Step 2: Then a pop-up screen will arise like below. Here in **Resource type** choose **raw**.



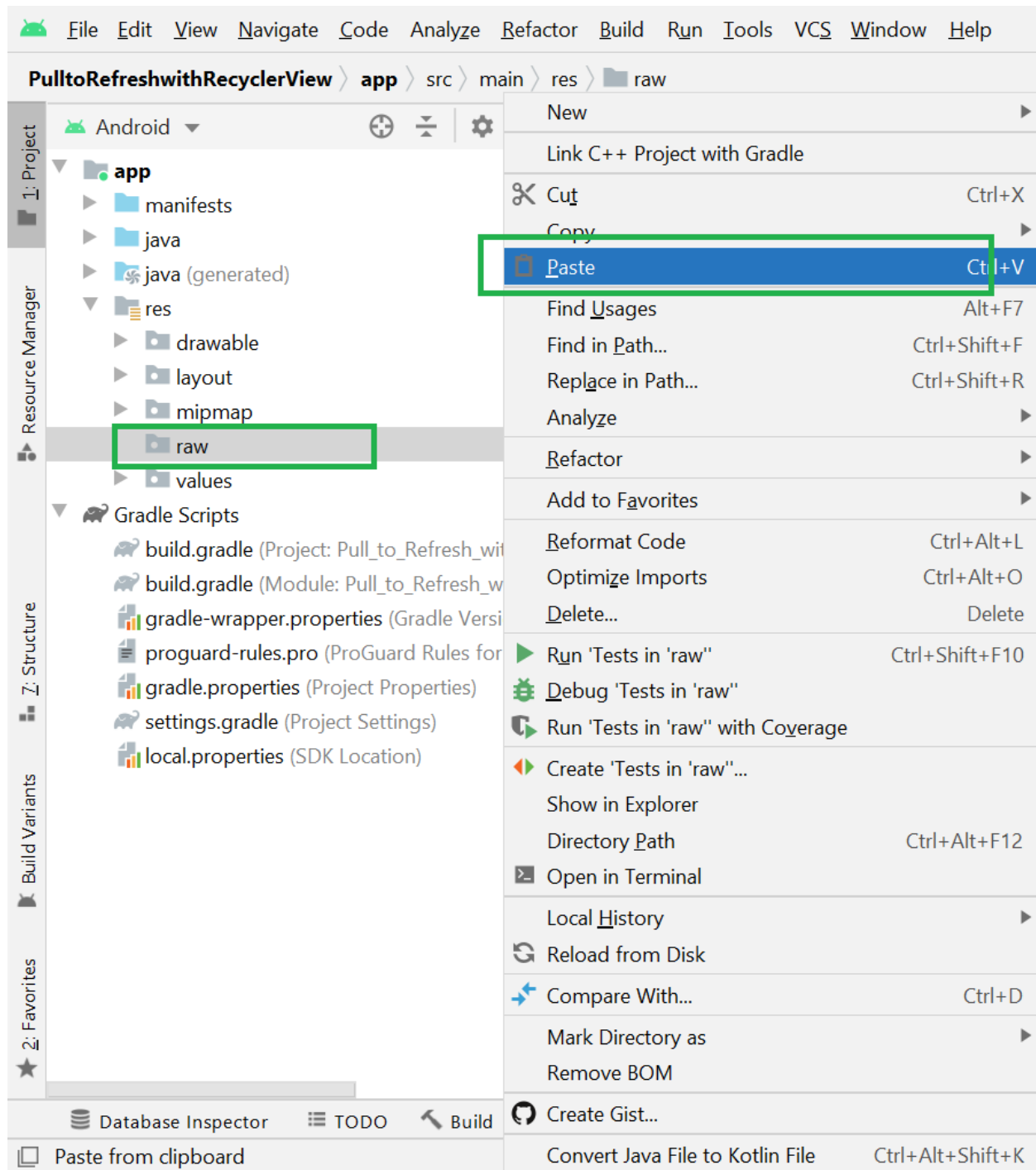
Step 3: After choosing the raw from the dropdown menu click on the **OK** button and keep all the things as it is.



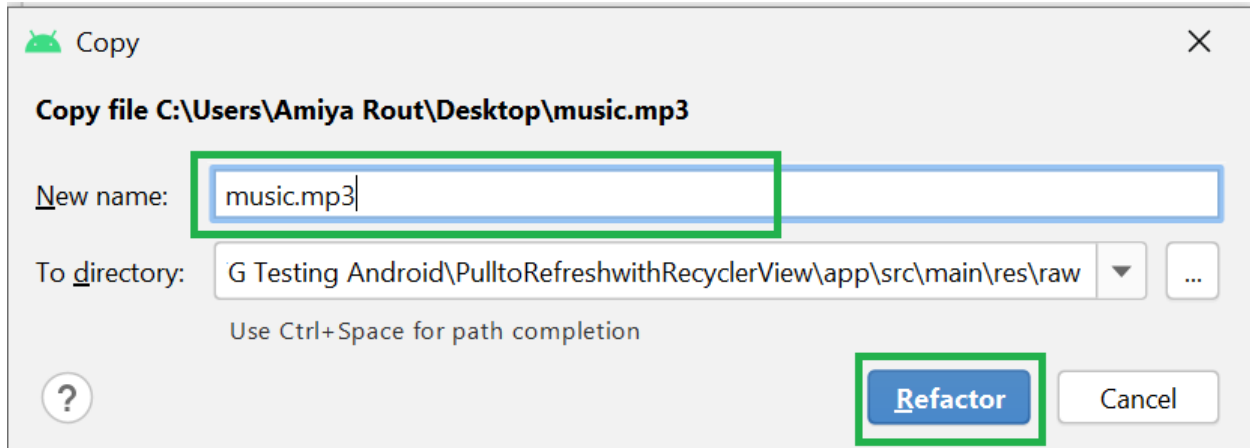
Step 4: Now you can see the **raw folder** has been created and you can find the folder in the **app > res > raw** as shown in the below image.



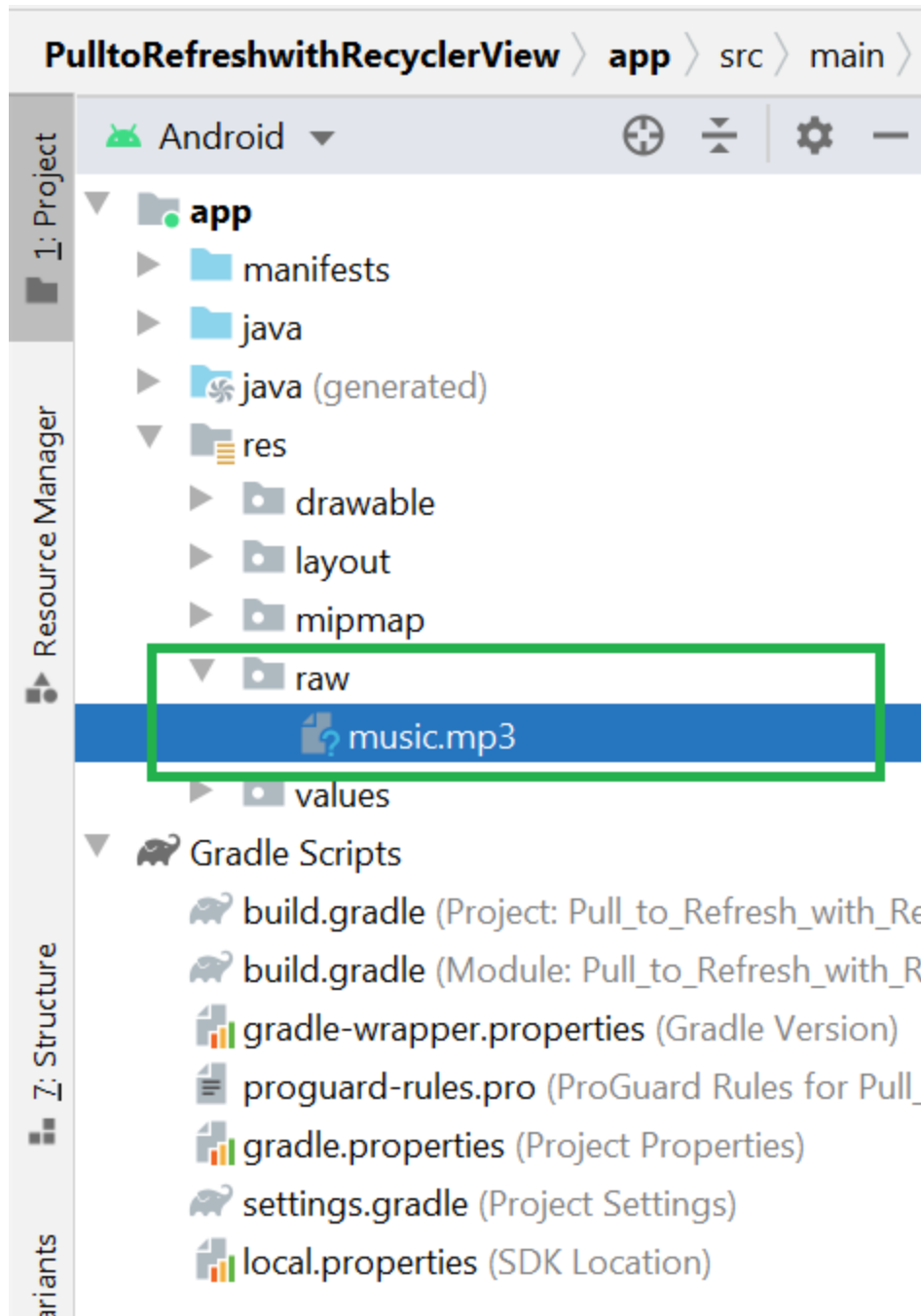
Step 5: After creating the raw folder successfully go to your own system and **copy the required audio files** as we do normally. Now again come back to the android studio and **right-click on the raw folder**. Then click on the **Paste** button as shown in the below image.



Step 6: Here on this screen you can **rename your audio file name** as your requirement. And click on the **Refactor** button. And you are done.



Now go to the **app > res > raw** and you can find your audio file as shown in the below figure.



Now open the Java File of the desired activity, here we are adding audio in the **MainActivity.java** file and add this following code in the **MainActivity.java** file.

```
Java
```

```
MediaPlayer music = MediaPlayer.create(MainActivity.this,  
R.raw.music);
```

```
music.start();
```