Create a simple android application to insert an audio and play it using Media Player class.

Xml Code:-

<?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:layout\_alignParentStart="true"  
 android:layout\_alignParentTop="true"  
 android:layout\_marginStart="146dp"  
 android:layout\_marginTop="188dp"  
 android:gravity="center"  
 android:onClick="play"  
 android:text="Play" />  
  
 <Button  
  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_alignParentStart="true"  
 android:layout\_alignParentTop="true"  
 android:layout\_marginStart="145dp"  
 android:layout\_marginTop="261dp"  
 android:gravity="center"  
 android:onClick="pause"  
 android:text="Pause" />  
  
 <Button  
  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_alignParentStart="true"  
 android:layout\_alignParentTop="true"  
 android:layout\_centerVertical="true"  
 android:layout\_marginStart="146dp"  
 android:layout\_marginTop="345dp"  
 android:gravity="center"  
 android:onClick="stop"  
 android:text="Stop" />  
  
  
</RelativeLayout>

Java Code:-

package com.example.audioplayer;  
  
import android.media.MediaPlayer;  
import android.support.v7.app.AppCompatActivity;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Toast;  
  
public class MainActivity extends AppCompatActivity {  
 MediaPlayer player;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 }  
  
 public void play(View v)  
 {  
 if (player == null){  
 player = MediaPlayer.*create*(this,R.raw.*rumors*);  
 }  
 player.start();  
  
 }  
 public void pause(View v)  
 {  
 if (player != null){  
 player.pause();  
 }  
  
 }  
 public void stop(View v)  
 {  
 stopPlayer();  
 }  
  
 private void stopPlayer(){  
 if (player!=null){  
 player.release();  
 player=null;  
 Toast.*makeText*(this,"Media PLayer is NOW Avaliable",Toast.*LENGTH\_SHORT*);  
 }  
 }  
}

O/P:-

Graphical user interface, application

Description automatically generated