# ****Play sound On Click with no code****

* Start creating a **3D or 2D scene;**
* In the Hierarchy create a **UI > Canvas** called Main\_Menu\_Canvas;
* Insert inside the Canvas a **UI > Panel** called Main\_Menu\_Panel;
* In the Panel Create a **UI > Button** called Play\_Sound;
* Inside the Hierarchy create an **Audio > Audiosource** called Audio\_Source\_Button;
* Import the audio file you want to use OnClick in Unity;
* Now select the Play\_Sound, and inside the Inspector in **Button > OnClick** add an event clicking on the little plus button on the bottom right of the section;
* Then with the Play\_Sound button selected, drag from the Hierarchy the Audio\_Source\_Button inside **the slot** **underneath Runtime Only** in the **Button > OnClick** event;
* Add a function to it, so click the slot on the right No Function > AudioSource > PlayOneShot
* In the end **drag your audio file** from the assets **to the new slot** now appeared in the OnClick section;

*In this way each time we click the button it will access the AudioSource and play our AudioClip we dragged previously in our OnClick event without coding.*