

Video Player using Angular JS

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Semester:	VI
Exercise Number:	7
Date:	April 6, 2021

Aim

To create a video player using AngularJS.

Procedure

- Include the styles required in the body tag.
 - Include the **ng-app** and **ng-controller** for the angular components.
 - Use the **<video>** tag to include the video.
 - Create different buttons for play, pause, mute, and to vary the speed of the video.
 - Call the respective JS functions of the buttons.
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Code

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

    <meta charset="UTF-8">
    <meta name="description" content="Portfolio Web Page">
    <meta name="keywords" content="HTML5, CSS3, JavaScript">
    <meta name="author" content="M Badri Narayanan">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Video Player</title>
    <link rel="icon" type="image/x-icon" href="images/favicon.ico" />
    <script
      ↪ src="https://ajax.googleapis.com/ajax/libs/angularjs/1.6.9/angular.min.js"></script>
    <script
      ↪ src="https://cdnjs.cloudflare.com/ajax/libs/angular.js/1.8.2/angular.js"></script>
    <script src="https://kit.fontawesome.com/2d6fc4f13c.js"
      ↪ crossorigin="anonymous"></script>

  </head>
  <body>

    <div style="display: flex; flex-flow: column; align-items:
      ↪ center;" ng-app = "myApp" ng-controller = "myCtrl">
      <video ng-click = "count = count+1;toggle(count);"
        ↪ style="width: 500px; height: 400px;" id="myVideo">
```

```

        <source id="mp4_src" src="Video.mp4"
        ↪ type="video/mp4">
    </video>

    <div>
        <button id = "play" ng-click="playVid()"
        ↪ type="button"><i class="fas fa-play
        ↪ fa-2x"></i></button>
        <button ng-click="pauseVid()" type="button"><i
        ↪ class="fas fa-pause fa-2x"></i></button>
        <button ng-click="rate(+0.5)" type="button"><i
        ↪ class="fas fa-fast-forward fa-2x"
        ↪ ></i></button>
        <button ng-click="rate(-0.5)" type="button"><i
        ↪ class="fas fa-fast-backward
        ↪ fa-2x"></i></button>
        <button ng-click="forwardVid(10)"
        ↪ type="button"><i class="fas fa-forward
        ↪ fa-2x"></i></button>
        <button ng-click="rewindVid(10)"
        ↪ type="button"><i class="fas fa-backward
        ↪ fa-2x"></i></button>

        <button ng-click="replay()" type="button"><i
        ↪ class="fas fa-redo fa-2x"></i></button>
        <button ng-click="mute()"><i class="fas
        ↪ fa-volume-mute fa-2x"></i></button>
        <button ng-click="unmute()"> <i class="fas
        ↪ fa-volume-up fa-2x"></i> </button>

    </div>

</div>

<script>

var x = document.getElementById("myVideo");
var app = angular.module('myApp', []);

app.controller('myCtrl', function ($scope)
{

    $scope.playVid = function()
    {
        $scope.count = 0;
        x.play();
    }
    $scope.rate = function(y)
    {
        x.playbackRate += y;
    }
    $scope.pauseVid = function()
    {
        $scope.count = 1;
        x.pause();
    }
    $scope.toggle = function(c)
    {
        console.log("hel");
        c = c%2;
        if(c==1) x.pause();
        else x.play();
    }
}

```

```

    }
    $scope.rewindVid = function(time)
    {
        x.currentTime-=time;
        x.currentTime = max1(x.currentTime,0);
    }

    $scope.forwardVid = function(time)
    {
        x.currentTime+=time;
        x.currentTime =
            ↪ min1(x.currentTime,x.duration);
    }
    $scope.mute = function()
    {
        x.muted = true;
    }
    $scope.unmute = function()
    {
        x.muted = false;
    }

    min1 = function(x,y)
    {
        return x>y?y:x;
    }
    max1 = function(x,y)
    {
        return x>y?x:y;
    }

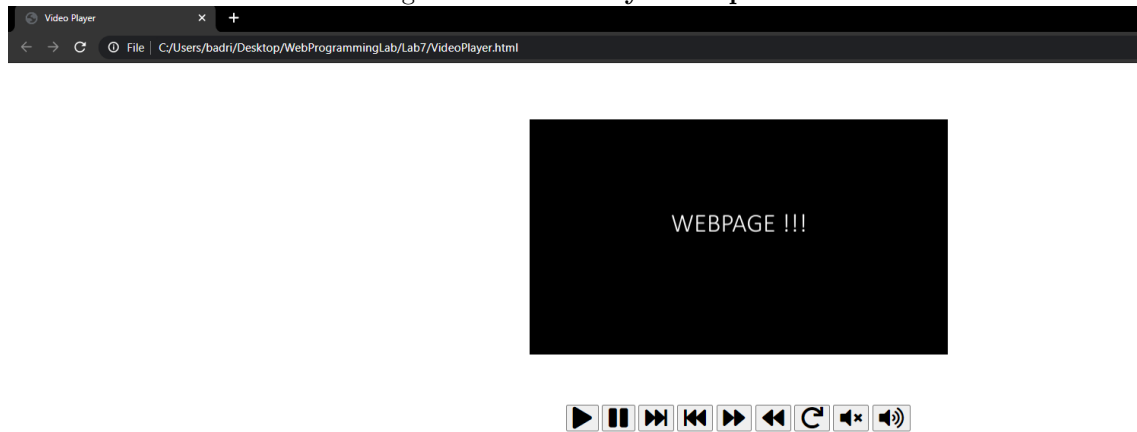
    $scope.replay = function()
    {
        x.pause();
        x.currentTime = 0;
        $scope.count = 0;
        x.load();
        x.play();
    }

    });
</script>
</body>
</html>

```

Output

Figure 1: Video Player Output



Result

Thus the video player was created and the output was verified successfully.
