

# *How to Use Switch Statements in JavaScript?*

Use **Switch Statement** while playing sounds.

## Code:

**Index2.html:**

```
<!DOCTYPE html>

<html lang="en" dir="ltr">

  <head>

    <meta charset="utf-8">

    <title>Drum Kit Sounds</title>


    <link rel="stylesheet" href="styles2.css">

    <link href="https://fonts.googleapis.com/css2?family=Arvo" rel="stylesheet">

  </head>

  <body>

    <h1>Drum Kit</h1>

    <div class="Set">

      <button class="w drum">w</button>

      <button class="a drum">a</button>

      <button class="s drum">s</button>

      <button class="d drum">d</button>

      <button class="j drum">j</button>

      <button class="k drum">k</button>

      <button class="l drum">l</button>

    </div>


    <script src="index2.js" charset="utf-8"></script>
```

```
</body>

<footer class="footer">

  Made with ♥ in London.

</footer>

</html>
```

### **Index2.js:**

```
//Method 2

var noOfDrumButtons = document.querySelectorAll(".drum").length;

for (var i = 0; i < noOfDrumButtons; i++) {

  //W button

  document.querySelectorAll(".drum")[i].addEventListener("click", function() {

    var buttonInnerHTML = this.innerHTML;

    switch (buttonInnerHTML) {

      case "w":

        var audio = new Audio("sounds/dr-tom.mp3");

        audio.play();

        break;

      case "a":

        var crash = new Audio("sounds/crash.mp3");

        crash.play();

        break;

      case "s":

        var kick = new Audio("sounds/kick.mp3");

        kick.play();

        break;
```

```
        case "d":
            var audio = new Audio("sounds/smooth-beat.mp3");
            audio.play();
            break;
        case "j":
            var audio = new Audio("sounds/tom1.mp3");
            audio.play();
            break;
        case "k":
            var audio = new Audio("sounds/tom2.mp3");
            audio.play();
            break;
        case "l":
            var audio = new Audio("sounds/tom3.mp3");
            audio.play();
            break;
        default:
            console.log(buttonInnerHTML);

    }

});
}

/*

//For Single button

document.querySelector(".drum").addEventListener("click", handleClickW); //On first button
on web-page
```

```
function handleClickW(){  
    var audio = new Audio('sounds/tom1.mp3');  
    audio.play();  
    this.style.color = 'white'; //Change color to white  
}  
*/
```

### **Styles2.css:**

```
body{  
    background-color: #483D8B;  
    text-align: center;  
    color: #fff;  
    font-family: "swap", Arvo;  
}  
  
h1{  
    text-align: center;  
    /* color: #fff; */  
    font-size: 5rem;  
    padding-bottom: 5%;  
}  
  
.footer{  
    padding-top: 7%;  
}  
  
.drum{  
    padding: 2% 3%;  
    margin: 1%;  
    border-radius: 15%;  
    border: solid 10px;
```

```
border-color: #6A5ACD;

font-size: 2rem;

font-weight: bold;

color: #C71585;

}

/* Add background images to each button*/

.w{

    background-image: url('images/title.jpg');

}

.a{

    background-image: url("images/kick-drum.png");

    background-size: contain;

}

.s{

    background-image: url('images/crash-drum.png');

    background-size: contain;

}

.d{

    background-image: url("images/music1.jpg");

    background-size: contain;

}

.j{

    background-image: url("images/music2.jpg");

    background-size: cover;

}

.k{

    background-image: url("images/music3.jpg");

    background-size: contain;
```

```
}  
.l{  
  background-image: url("images/music4.jpg");  
  background-size: contain;  
}
```