

How to Play Sounds on a Web-Site?

How could I play game audio via JavaScript?

```
var audio = new Audio('audio_file.mp3'); //audio_file.mp3 is file name  
audio.play();
```

<https://stackoverflow.com/questions/9419263/how-to-play-audio>

Download audio sounds from different websites like

<https://pixabay.com/sound-effects/search/kick%20bass/?order=None>

search **new Audio() javascript**

<http://developer.mozilla.org/en-US/docs/Web/API/HTMLAudioElement>

Syntax: //HTML Play Sounds

```
mySound = new Audio([URLString]);
```

<name> = new Audio<File_Name>; file name is along with location like ('sounds/tom1.mp3')

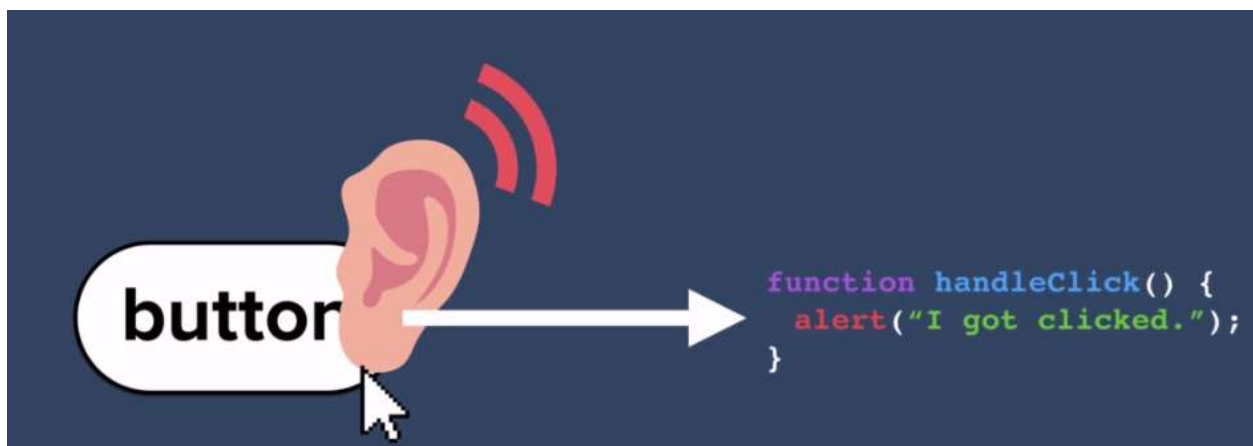
We can add play time as well as other methods let's see in above website.

Play Methods:

Syntax:

```
var promise = HTMLMediaElement.play();
```

<http://developer.mozilla.org/en-US/docs/Web/API/HTMLMediaElement/play>



```
for (i = 0; i < numberOfDrumButtons; i++) {  
    document.querySelectorAll(".drum")[i].addEventListener("click", function() {  
        console.log(this);  
    })
```

```
<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>
```



4.1.10

```
for (i = 0; i < numberOfDrumButtons; i++) {  
    document.querySelectorAll(".drum")[i].addEventListener("click", function() {  
        console.log(this);  
    })
```

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



4.1.10

Code:

Index1.html:

```
<!DOCTYPE html>

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

  <head>

    <meta charset="utf-8">

    <title>Drum Kit Sounds</title>


    <link rel="stylesheet" href="styles1.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="index1.js" charset="utf-8"></script>


  </body>

  <footer class="footer">

    Made with ♥ in London.
```

```
</footer>
```

```
</html>
```

Index1.js:

```
//Method 2
```

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

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

```
    //W button
```

```
    document.querySelectorAll(".drum")[0].addEventListener("click",function(){
```

```
        var audio = new Audio('sounds/tom1.mp3');
```

```
        audio.play();
```

```
        //console.log(this.innerHTML); //To print character in inspect
```

```
        //console.log(this.style.color = 'white');
```

```
        this.style.color = 'white' //This and above line will change text color to white
```

```
    });
```

```
    //a button
```

```
    document.querySelectorAll(".drum")[1].addEventListener("click",function(){
```

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

```
        audio.play();
```

```
        this.style.color = 'white' //This and above line will change text color to white
```

```
    });
```

```
    //S button
```

```
    document.querySelectorAll(".drum")[2].addEventListener("click",function(){
```

```
        var audio = new Audio('sounds/kick.mp3');
```

```
        audio.play();
```

```
        this.style.color = 'white' //This and above line will change text color to white
```

```
    });
```

```
    //d button
```

```
document.querySelectorAll(".drum")[3].addEventListener("click",function(){
    var audio = new Audio('sounds/smooth-beat.mp3');
    audio.play();
    this.style.color = 'white' //This and above line will change text color to white
});
//j button
document.querySelectorAll(".drum")[4].addEventListener("click",function(){
    var audio = new Audio('sounds/tom2.mp3');
    audio.play();
    this.style.color = 'white' //This and above line will change text color to white
});
//k button
document.querySelectorAll(".drum")[5].addEventListener("click",function(){
    var audio = new Audio('sounds/tom3.mp3');
    audio.play();
    this.style.color = 'white' //This and above line will change text color to white
});
//l button
document.querySelectorAll(".drum")[6].addEventListener("click",function(){
    var audio = new Audio('sounds/dr-tom.mp3');
    audio.play();
    this.style.color = 'white' //This and above line will change text color to white
});
}

/*
//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  
}  
*/
```

Styles1.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;
}
```