**Demo: playing sound with an audio player**

import UIKit

import AVFoundation

class ViewController: UIViewController {

var player: AVAudioPlayer!

override func viewDidLoad() {

super.viewDidLoad()

}

@IBAction func keyPressed(\_ sender: UIButton) {

playSound()

}

func playSound() {

let url = Bundle.main.url(forResource: "C", withExtension: "wav")

player = try! AVAudioPlayer(contentsOf: url!)

player.play()

}

}