import java.applet.\*; import java.awt.\*; import java.awt.event.\*;

public class **Prac8bSounds** extends Applet implements ActionListener {

AudioClip sound; Button playSound, loopSound, stopSound; int action;

public void init() {

sound = getAudioClip(getDocumentBase(), "cima22.au");

playSound = new Button("Play"); add(playSound); playSound.addActionListener(this);

loopSound = new Button("Loop"); add(loopSound); loopSound.addActionListener(this);

stopSound = new Button("Stop"); add(stopSound); stopSound.addActionListener(this); } public void paint(Graphics g) {

g.drawString("Testing Sound files", 20, 100); switch(action) {

case 1: g.drawString("The sound is playing", 20,120);

break;

case 2: g.drawString("The sound is looping", 20,120);

break;

case 3: g.drawString("The sound has stopped", 20,120);

break; }

}

public void actionPerformed(ActionEvent e)

{

if(e.getSource() == playSound)

sound.play(); action = 1; } else if(e.getSource() == loopSound) {

sound.loop(); action = 2; } else if(e.getSource() == stopSound) {

sound.stop(); action = 3; } repaint(); } }