Piano_Algorithm

Piano.html

- **A group of buttons is displayed at the center of the page. Each button represents a piano key and has a corresponding `onclick` attribute that triggers the `playsound()` function with a unique parameter representing the sound associated with that button.**
- **The `playsound()` function, defined in the `JS.js` file, is executed when a button is clicked, playing the respective sound associated with that button.**

JS.js

Here in this JS.js we have one function . how the function works?

- The `note` parameter is passed to the function, representing the musical note for which you want to play the sound.
- A new `Audio` object is created using the expression `new Audio('notes/note'+ note +'.wav')`. This object represents the sound file that will be played.
- The `play()` function is called on the `audio` object to play the sound.
- For example, if you execute `playsound(1)`, it will create an `audio` object that points to the file 'notes/note1.wav', and then it will play the sound associated with that file.
- The function relies on having the appropriate sound files in the 'notes' folder and ensuring that the file paths for the sound files are correct, matching the `note` parameter passed to the function.