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<!DOCTYPE html>
<html>
  <head>
    <title>Audio Demo</title>
  </head>
  <body>
    <h1>Audio Object Demo</h1>
    <h3 style="margin-bottom:0">Rick Astley - Never Gonna Give You Up</h3>
    <audio id="audio" controls="" src="./audio.mp3" type="audio/mpeg"></audio><br>
    <button id="show-hide">Click</button> here to show/hide default controls.
    <br>
    <div>Play/Pause: <button id="play-pause">Play</button></div>
    <div>Current Time: <p style="display: inline;" id="time-text">0:00/0:00</p></div>
    <div>Volume: <p style="display: inline;" id="vol-percent"></p><br>
      <input id="vol-slider" type="range" value="10">
    </div>

<script>
  var playing = false;
  var shown = false;
  audio = document.getElementById("audio");
  audio.controls = false;
  timeText = document.getElementById("time-text");
  volSlider = document.getElementById("vol-slider")
  volPercent = document.getElementById("vol-percent");
  setVolPer();
  showHide = document.getElementById("show-hide");
  defaultCon = document.getElementById("default-con");
  audio.volume = .1;

  playPause = document.getElementById("play-pause");
  playPause.onclick = () => {
    if (!playing) {
      audio.play();
      playing = true;
      playPause.innerHTML = "Pause";
    } else {
      audio.pause();
      playing = false;
      playPause.innerHTML = "Play";
    }
  }
  audio.ontimeupdate = timeDisplay;
  audio.onplay = ()=>{playing=true;playPause.innerHTML = "Pause";};
  audio.onpause = ()=>{playing=false;playPause.innerHTML = "Play";};

  function timeDisplay() {
    var cSecs = parseInt(audio.currentTime);
    var tSecs = parseInt(audio.duration);
    var rn = parseInt(cSecs/60)+":"+String(cSecs%60).padStart(2,'0');
    var end = parseInt(tSecs/60)+":"+String(tSecs%60).padStart(2,'0');
  }
</script>

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timeText.innerHTML = rn+"/"+end;
}

showHide.onclick = () => {
  if (!shown) {
    defaultCon.innerHTML = "";
  } else {
    defaultCon.innerHTML = "";
  }
}

volSlider.oninput = setVolPer;

showHide.onclick = ()=>{!audio.controls?audio.controls=true:audio.controls=false}

function setVolPer() {
  audio.volume = volSlider.value/100;
  volPercent.innerHTML=volSlider.value+"%";
}
</script>

</body>
</html>
```