# Play Audio File Using Media Player

## Java Code - MainActivity.java

package com.example.mediaplayer;  
  
import android.media.MediaPlayer;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
 Button btnPlay;  
 MediaPlayer mediaPlayer;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.activity\_main);  
  
 btnPlay = findViewById(R.id.btn\_play);  
 mediaPlayer = MediaPlayer.create(this, R.raw.sample\_audio); // Ensure sample\_audio.mp3 is in res/raw  
  
 btnPlay.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 if (!mediaPlayer.isPlaying()) {  
 mediaPlayer.start();  
 }  
 }  
 });  
 }  
  
 @Override  
 protected void onDestroy() {  
 if (mediaPlayer != null) {  
 mediaPlayer.release();  
 mediaPlayer = null;  
 }  
 super.onDestroy();  
 }  
}

## XML Layout - activity\_main.xml

<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:orientation="vertical"  
 android:padding="20dp">  
  
 <TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Media Player Example"  
 android:textSize="20sp"  
 android:textStyle="bold"/>  
  
 <Button  
 android:id="@+id/btn\_play"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="Play Audio"/>  
</LinearLayout>

## Instructions for Adding Audio File

1. Place an audio file (e.g., sample\_audio.mp3) inside the 'res/raw' folder of your Android project.

2. Ensure the filename matches the one used in the Java code (R.raw.sample\_audio).