

# Mini Music Player - JS kód

```
const songsList = [
  {
    name: "Jazz In Paris",
    artist: "Media Right Productions",
    src: "assets/1.mp3",
    cover: "assets/1.jpg"
  },
  {
    name: "Blue Skies",
    artist: "Silent Partner",
    src: "assets/2.mp3",
    cover: "assets/2.jpg"
  },
  {
    name: "Crimson Fly",
    artist: "Huma-Huma",
    src: "assets/3.mp3",
    cover: "assets/3.jpg"
  },
  {
    name: "Irigyeim sokan vagytok",
    artist: "AC/DC",
    src: "assets/4.mp3",
    cover: "assets/4.png"
  }
];

const artistName = document.querySelector('.artist-name');
const musicName = document.querySelector('.song-name');
const fillBar = document.querySelector('.fill-bar');
const time = document.querySelector('.time');
const cover = document.getElementById('cover');
const playBtn = document.getElementById('play');
const prevBtn = document.getElementById('prev');
const nextBtn = document.getElementById('next');
const prog = document.querySelector('.progress-bar');

let song = new Audio();
let currentSong = 0;
let playing = false;

document.addEventListener('DOMContentLoaded', () => {
  loadSong(currentSong);
  song.addEventListener('timeupdate', updateProgress);
  song.addEventListener('ended', nextSong);
  prevBtn.addEventListener('click', prevSong);
  nextBtn.addEventListener('click', nextSong);
  playBtn.addEventListener('click', togglePlayPause);
  prog.addEventListener('click', seek);
});
```

```

function loadSong(index) {
  const { name, artist, src, cover: thumb } = songsList[index];
  artistName.innerText = artist;
  musicName.innerText = name;
  song.src = src;
  cover.style.backgroundImage = `url(${thumb})`;
}

function updateProgress() {
  if (song.duration) {
    const pos = (song.currentTime / song.duration) * 100;
    fillBar.style.width = `${pos}%`;

    const duration = formatTime(song.duration);
    const currentTime = formatTime(song.currentTime);
    time.innerText = `${currentTime} - ${duration}`;
  }
}

function formatTime(seconds) {
  const minutes = Math.floor(seconds / 60);
  const secs = Math.floor(seconds % 60);
  return `${minutes}:${secs < 10 ? '0' : ''}${secs}`;
}

function togglePlayPause() {
  if (playing) {
    song.pause();
  } else {
    song.play();
  }
  playing = !playing;
  playBtn.classList.toggle('fa-pause', playing);
  playBtn.classList.toggle('fa-play', !playing);
  cover.classList.toggle('active', playing);
}

function nextSong() {
  currentSong = (currentSong + 1) % songsList.length;
  playMusic();
}

function prevSong() {
  currentSong = (currentSong - 1 + songsList.length) % songsList.length;
  playMusic();
}

function playMusic() {
  loadSong(currentSong);
  song.play();
  playing = true;
  playBtn.classList.add('fa-pause');
  playBtn.classList.remove('fa-play');
  cover.classList.add('active');
}

```

```
}  
  
function seek(e) {  
  const pos = (e.offsetX / prog.clientWidth) * song.duration;  
  song.currentTime = pos;  
}
```