package game;

import java.io.FileInputStream;

import java.io.IOException;

import java.io.InputStream;

import sun.audio.AudioPlayer;

import sun.audio.AudioStream;

public class Playsound {

Playsound(){

}

public static void play(String filename) {

try {

InputStream in = new FileInputStream(filename);

AudioStream bgmusic = new AudioStream(in);

AudioPlayer.player.start(bgmusic);

} catch (IOException e) {

e.printStackTrace();

}

}

}