**package** com.example.alixnain.drumpad;  
  
**import** android.media.AudioManager;  
**import** android.media.SoundPool;  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.View;  
  
**public class** MainActivity **extends** AppCompatActivity {  
**private** SoundPool **sp**;  
 **private int sound1**;  
 **private int sound2**;  
 **private int sound3**;  
 **private int sound4**;  
 **private int sound5**;  
 **private int sound6**;  
 **private int sound7**;  
 **private int sound8**;  
 **private int sound9**;  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
 **sp**=**new** SoundPool(2, AudioManager.***STREAM\_MUSIC***,0);  
 **sound1**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound2**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound3**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound4**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound5**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound6**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound7**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound8**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 **sound9**=**sp**.load(getApplicationContext(),R.raw.***sound4***,1);  
 }  
 **public void** playsound1(View view)  
 {  
**sp**.play(**sound1**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound2(View view)  
 {  
 **sp**.play(**sound2**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound3(View view)  
 {  
 **sp**.play(**sound3**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound4(View view)  
 {  
 **sp**.play(**sound4**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound5(View view)  
 {  
 **sp**.play(**sound5**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound6(View view)  
 {  
 **sp**.play(**sound6**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound7(View view)  
 {  
 **sp**.play(**sound7**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound8(View view)  
 {  
 **sp**.play(**sound8**,1.0f,1.0f,0,0,10f);  
 }  
 **public void** playsound9(View view)  
 {  
 **sp**.play(**sound9**,1.0f,1.0f,0,0,10f);  
 }  
}