**LAB EXERCISES**

**EX.NO:07**

**JAVASCRIPT USER DEFINED OBJECTS AND MEDIA TAGS**

**AIM:**

**To write a JavaScript program to control (play, pause, stop) the audio/video in a web page.**

**PROCEDURE:**

1. **Start with a basic HTML structure (<!DOCTYPE html>, <html>, <head>, <body>).**
2. **Insert an <audio> or <video> element with an id so it can be accessed via JavaScript.**
3. **Add control buttons (Play, Pause, Stop) using <button> elements.**
4. **Write a user-defined JavaScript object (e.g., Media Control) with methods:**

* **Play Media()**
* **Pause Media()**
* **Stop Media()**

1. **In the stop Media() method:**

* **Call .pause() to pause the media.**
* **Set .current Time = 0 to reset the media to the beginning.**

1. **Link buttons to JavaScript functions using the onclick attribute.**
2. **Save the file and test in a browser.**

**PROGRAM:**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

**<title>Audio/Video Player Controls</title>**

**</head>**

**<body>**

**<h1>Audio/Video Player Controls</h1>**

**<!-- Audio Section -->**

**<h2>Audio Player</h2>**

**<audio id="audioPlayer" controls>**

**<source src="audiofile.mp3" type="audio/mpeg">**

**Your browser does not support the audio element.**

**</audio>**

**<br>**

**<button onclick="playAudio()">Play</button>**

**<button onclick="pauseAudio()">Pause</button>**

**<button onclick="stopAudio()">Stop</button>**

**<!-- Video Section -->**

**<h2>Video Player</h2>**

**<video id="videoPlayer" width="480" controls>**

**<source src="videofile.mp4" type="video/mp4">**

**Your browser does not support the video element.**

**</video>**

**<br>**

**<button onclick="playVideo()">Play</button>**

**<button onclick="pauseVideo()">Pause</button>**

**<button onclick="stopVideo()">Stop</button>**

**<!-- JavaScript -->**

**<script>**

**// AUDIO FUNCTIONS**

**const audioPlayer = document.getElementById("audioPlayer");**

**function playAudio() {**

**audioPlayer.play();**

**}**

**function pauseAudio() {**

**audioPlayer.pause();**

**}**

**function stopAudio() {**

**audioPlayer.pause();**

**audioPlayer.currentTime = 0;**

**}**

**// VIDEO FUNCTIONS**

**const videoPlayer = document.getElementById("videoPlayer");**

**function playVideo() {**

**videoPlayer.play();**

**}**

**function pauseVideo() {**

**videoPlayer.pause();**

**}**

**function stopVideo() {**

**videoPlayer.pause();**

**videoPlayer.currentTime = 0;**

**}**

**</script>**

**</body>**

**</html>**

**RESULT:**

**Thus the above HTML Code is executed and the output is obtained.**