

```
1 package com.chanakya.chankartstanpuramale;
2
3 import android.media.AudioAttributes;
4 import android.media.AudioManager;
5 import android.media.SoundPool;
6 import android.os.Build;
7 import android.support.v7.app.AppCompatActivity;
8 import android.os.Bundle;
9 import android.view.View;
10
11 public class MainActivity extends AppCompatActivity
12 {
13     private SoundPool soundPool;
14     private int sound1, sound2, sound3, sound4;
15     private int sound1StreamId, sound2StreamId,
16     sound3StreamId, sound4StreamId;
17
18     @Override
19     protected void onCreate(Bundle
20 savedInstanceState) {
21         super.onCreate(savedInstanceState);
22         setContentView(R.layout.activity_main);
23
24         if (Build.VERSION.SDK_INT >= Build.
25 VERSION_CODES.LOLLIPOP) {
26
27             AudioAttributes audioAttributes = new
28             AudioAttributes.Builder()
29                 .setUsage(AudioAttributes.
30 USAGE_ASSISTANCE_SONIFICATION)
31                 .setContentType(AudioAttributes
32 .CONTENT_TYPE_SONIFICATION)
33                 .build();
34
35             soundPool = new SoundPool.Builder()
36                 .setMaxStreams(4)
37                 .setAudioAttributes(
38 audioAttributes)
39                 .build();
40         } else {
41             soundPool = new SoundPool(4,
42             AudioManager.STREAM_MUSIC, 0);
43         }
44     }
45 }
```

```
36         sound1 = soundPool.load(this, R.raw.sound1,
37         1);
38         sound2 = soundPool.load(this, R.raw.sound2,
39         1);
40         sound3 = soundPool.load(this, R.raw.sound3,
41         1);
42         sound4 = soundPool.load(this, R.raw.sound4,
43         1);
44     }
45
46     public void playSound (View v) {
47         switch (v.getId()) {
48             case R.id.button_sound1:
49                 sound1StreamId = soundPool.play(
50                 sound1, 1, 1, 0, -1, 1);
51                 soundPool.pause(sound2StreamId);
52                 soundPool.pause(sound3StreamId);
53                 soundPool.pause(sound4StreamId);
54                 break;
55             case R.id.button_sound2:
56                 sound2StreamId = soundPool.play(
57                 sound2, 1, 1, 0, -1, 1);
58                 soundPool.pause(sound1StreamId);
59                 soundPool.pause(sound3StreamId);
60                 soundPool.pause(sound4StreamId);
61                 break;
62             case R.id.button_sound3:
63                 sound3StreamId = soundPool.play(
64                 sound3, 1, 1, 0, -1, 1);
65                 soundPool.pause(sound1StreamId);
66                 soundPool.pause(sound2StreamId);
67                 soundPool.pause(sound4StreamId);
68                 break;
69             case R.id.button_sound4:
70                 sound4StreamId = soundPool.play(
71                 sound4, 1, 1, 0, -1, 1);
72                 soundPool.pause(sound1StreamId);
73                 soundPool.pause(sound2StreamId);
74                 soundPool.pause(sound3StreamId);
75                 break;
76             case R.id.button_reset:
77                 soundPool.autoPause();
78                 break;
```

```
72         }
73     }
74
75     @Override
76     protected void onDestroy() {
77         super.onDestroy();
78         soundPool.release();
79         soundPool = null;
80
81     }
82 }
```