

Laboratorio 9 Reproducción de Sonido

Archivo de Manifiesto

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.rhaynes.playsound">

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Archivo de LayOut

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <Button
        android:id="@+id/btnPlay1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentTop="true"
        android:text="Sonido 1" />

    <Button
        android:id="@+id/btnPlay2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_toRightOf="@+id/btnPlay1"
        android:text="Sonido 2"
        tools:layout_editor_absoluteX="100dp"
        tools:layout_editor_absoluteY="0dp" />

</RelativeLayout>
```

Archivo Main Activiy

```
package com.example.rhaynes.playsound;

import android.provider.MediaStore;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.Menu;
import android.view.View;
import android.widget.Button;
import android.media.MediaPlayer;

public class MainActivity extends AppCompatActivity {

    Button _btn1;
    Button _btn2;
    MediaPlayer mp;
    MediaPlayer mp1;

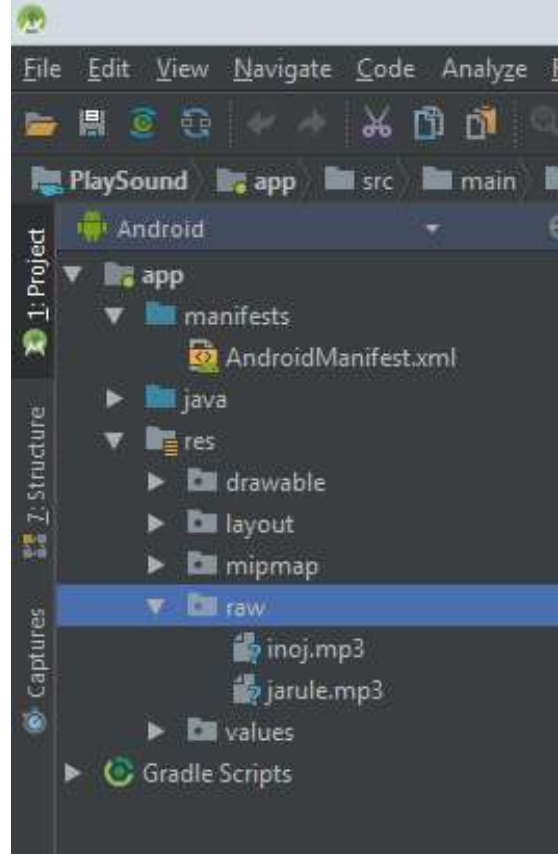
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

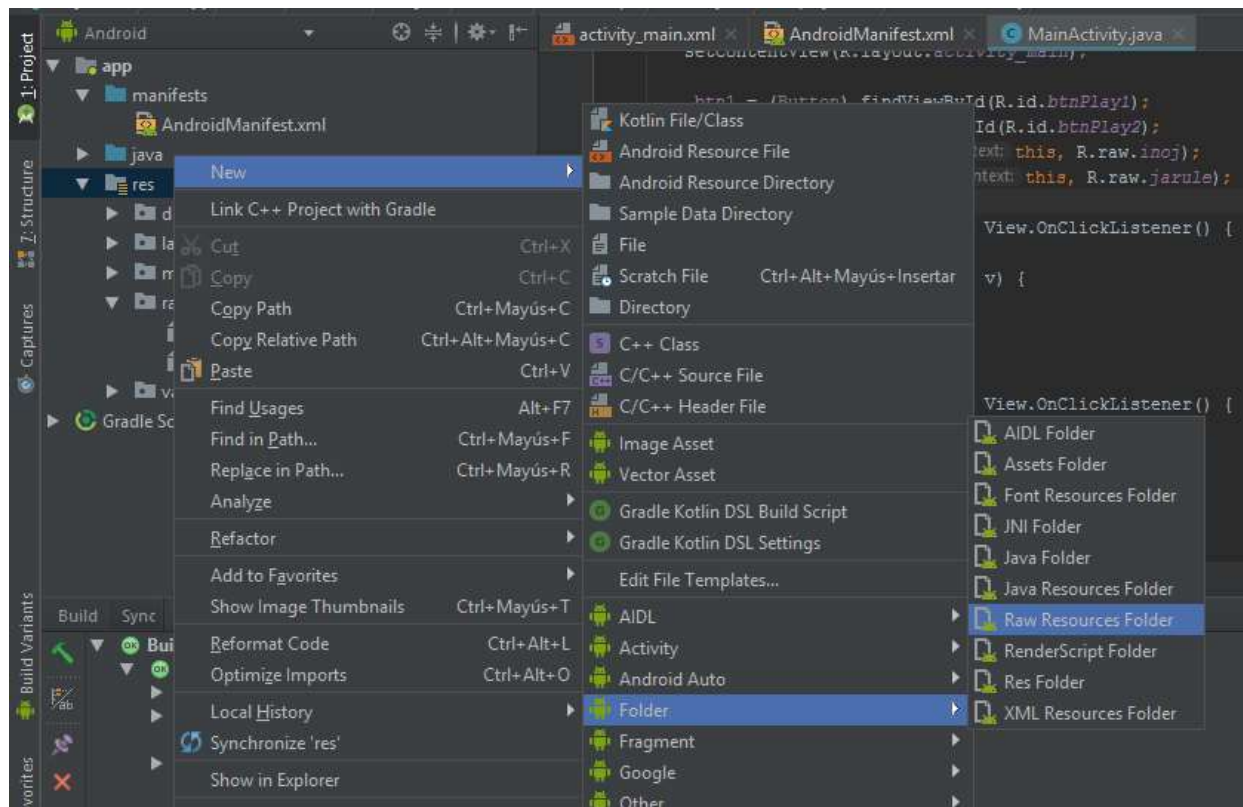
        _btn1 = (Button) findViewById(R.id.btnPlay1);
        _btn2 = (Button) findViewById(R.id.btnPlay2);
        mp = MediaPlayer.create(this, R.raw.inoj);
        mp1 = MediaPlayer.create(this, R.raw.jarule);

        _btn1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                mp.start();
            }
        });

        _btn2.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                mp1.start();
            }
        });
    }
}
```

Estructura de Proyecto

 <p>The screenshot shows the 'Project' tab in Android Studio. The project is named 'PlaySound'. The 'app' module is expanded, showing the following structure:</p> <ul style="list-style-type: none">manifests<ul style="list-style-type: none">AndroidManifest.xmljavares<ul style="list-style-type: none">drawablelayoutmipmapraw (selected)<ul style="list-style-type: none">inoj.mp3jarule.mp3valuesGradle Scripts	<p>Adicionar directorio raw u copier los mp3 de su agrado en el directorio</p>
---	--



Incorporar el Raw directory