

# play()

Plays audio or video from a media element.

## Examples

Click to play



```
let beat;

function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display a message.
  text('Click to play', 50, 50);

  // Create a p5.MediaElement using createAudio().
  beat = createAudio('/assets/beat.mp3');

  describe('The text "Click to play" written in black on a
  gray background. A beat plays when the user clicks the
  square.');
}

// Play the beat when the user presses the mouse.
function mousePressed() {
  beat.play();
}
```



This page is generated from the comments in [src/dom/dom.js](#). Please feel free to edit it and submit a pull request!

## Related References

### addClass

Adds a class to the element.

### attribute

Adds an attribute to the element.

### center

Centers the element either vertically, horizontally, or both.

### child

Attaches the element as a child of another element.

## p5.js

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