

# stop()

Stops a media element and sets its current time to 0.

Calling `media.play()` will restart playing audio/video from the beginning.

## Examples

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```

let beat;
let isStopped = true;

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

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

  describe('The text "Click to start" written in black on a
  gray background. The beat starts or stops when the user
  presses the mouse.');
}

function draw() {
  background(200);

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

  // Display different instructions based on playback.
  if (isStopped === true) {
    text('Click to start', 50, 50);
  } else {
    text('Click to stop', 50, 50);
  }
}

// Adjust playback when the user presses the mouse.

```

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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