Paper.js : is an open source vector graphics scripting framework that runs on top of the HTML5 Canvas.

Add graphics here.
...... </script>

Add : < script type = "text/paperscript" canvas = "myCanvas">< to load canvas in the head.

-Then define canvas in the body using keyword canvas.

howler.js : an audio library for the modern web. This makes working with audio in JavaScript easy and reliable across all platforms.

Set up : Include howler.js in head using script.
Then : < script>
```
var sound = new Howl({
              src : [`sound.mp3`]
          });
</script>    sound.play();
```

To get rid of the cross Origin errors , you'll need to run a local HTTP server from your projects directory and load the html files.

① navigate to your project folder in the terminal.
② run :   python —m SimpleHTTP server
③ open up your browser and navigate to http://localhost:8000
④ select the ~~circles~~ html file.