

## Creando nuestro propio reproductor de audio y vídeo.

```
46 <body>
47 <table border=1>
48 <tr><td>
49     <video width="435" height="435" id="miVideo">
50         <source src="Video.ogv" type="video/ogg"></source>
51         <source src="Video.mp4" type="video/mp4"></source>
52         <source src="Video.webm" type="video/webm"></source>
53     </video>
54 </td></tr>
55 <tr><td>
56     <button id="btn_play" onclick="play()">PLAY</button>
57     <button id="btn_pause" onclick="pause()">PAUSE</button>
58     <button id="btn_stop" onclick="stop()">STOP</button>
59     <input type="range" min="0" max="1" step="0.1" id="volumen" onchange="volumen()">
60     <button id="btn_mute" onclick="silenciar()">SILENCIO=OFF</button>
61 </td></tr>
62 </table>
63 </body>
64 </html>
```



Creamos la función **play()**:

```
10 function play(){
11     var audio = document.getElementById("miAudio");
12     audio.play();
13 }
```

Creamos la función **pause()**:

```
15 function pause(){
16     var audio = document.getElementById("miAudio");
17     audio.pause();
18 }
```

Creamos la función **stop()**:

```
20 function stop(){
21     var audio = document.getElementById("miAudio");
22     audio.load();
23 }
```

Creamos la función **volumen()**:

```
25 function volumen(){
26     var audio = document.getElementById("miAudio");
27     var miVolumen = document.getElementById('volumen').value;
28     audio.volume=miVolumen;
29 }
```

Creamos la función **silenciar()**:

```
31 function silenciar(){
32     var audio = document.getElementById("miAudio");
33     if(audio.muted == true){
34         audio.muted = false;
35         document.getElementById("btn_mute").innerHTML="SILENCIO=OFF";
36     }
37     else
38     {
39         audio.muted = true;
40         document.getElementById("btn_mute").innerHTML="SILENCIO=ON";
41     }
42 }
```