

```
function gotStream(stream) {  
    window.AudioContext = window.AudioContext ||  
window.webkitAudioContext;  
    var audioContext = new AudioContext();  
  
    // Create an AudioNode from the stream  
    var mediaStreamSource =  
audioContext.createMediaStreamSource(stream);  
  
    // Connect it to destination to hear yourself  
    // or any other node for processing!  
    mediaStreamSource.connect(audioContext.destination);  
}  
  
navigator.getUserMedia({audio:true}, gotStream);
```