

CSE 382
Exercise - Audio

Create an app that appears like the one below. Its functionality should be:

- Play will play the sound (of your choice). If Loop is selected, the sound should be placed on a loop.
- Stop will halt/stop the sound, if it is currently playing
- Loop is a switch that determines if the play should be a single one, or over and over.

Submit a video demonstrating your project running. Demonstrate:

- The play button under the following conditions:
 - When looped
 - When not looped
- The stop button under the following conditions:
 - When a non-looping sound is playing.
 - When a looping sound is playing.
 - When nothing is playing.

