## Code review:

1. This is the current code snippet:

The desired outcome is to put buttons that allow the user to decide if they would like the song to loop once played (song repeats until the user manually stops it) and to add an option to disable the loop once a button is pressed.

This is what the new code looks like:

```
<audio id = "audio" controls> <source src="audio/Giveon - Heartbreak Anniversary (Audio).mp3"></audio>
<button onclick = "enableLoop()" type="button">Enable loop</button>
<button onclick = "disableLoop()" type="button">Disable loop</button>
```

```
var loop = document.getElementById("audio");

function enableLoop() {
  loop.loop = true;
  loop.load();
}

function disableLoop() {
  loop.loop = false;
  loop.load();
}
```

And this is what the new outcome looks like:

And the buttons are indeed functional, although if you press one of the buttons mid-way through the audio, then the audio resets which is sort of annoying but you can move the audio along after pressing the button and it will still loop.

## 2. This is the current code:

This is the current code outcome:



The desired outcome is for the submit button to flash red once it is clicked to submit the password and username.

This is the new code:

```
function handler1(){
  const myButton = document.getElementById('myButton');
  myButton.style.backgroundColor = 'red';
}
```

And this is the new outcome:



This might seem like the button is highlighted but I cannot put a video in a pdf so I had to screenshot the frame at which it flashes red. You can try out the button yourself and confirm that it does flash red once clicked.