



Introduction

In this lesson, you are going to learn the basics of the audio tag. It's very similar to the video tag we covered earlier, and at times it can be simpler as well. Open the file *audiobasics.html* to get started.

Audio Tag Attributes

The audio tag works in the same way as the video tag. In the *media* folder we have sample audio in two formats: MP3 and Ogg.

Let's start with the simplest form of the tag:

```
<div class="audio">
  <audio src="media/audio.mp3" autoplay></audio>
</div>
```

Now the audio plays as soon as the browser's is able to.

We can use other attributes just like with the video tag:

- `loop` so that the audio loops
- `muted` is so that the audio is muted by default
- `preload` with the values `none`, `metadata` or `auto`.
- `controls` to add controls to the element.

Audio Formats

Add controls like this:

```
<div class="audio">
  <audio src="media/audio.mp3" autoplay controls></audio>
</div>
```

Now, we can see that the browser adds its own sets of controls so we can play, pause, seek and change the volume of the audio. As with video, there are a variety of plugins that work with the audio tag; and we can develop custom controls using HTML, CSS and JavaScript.

There are two main formats supported by the browsers: MP3 and Ogg. It's safer to provide the two formats for the user and we do that by using the src tag:

```
<div class="audio">
  <audio controls>
    <source src="media/audio.mp3" type="audio/mpeg3">
    <source src="media/audio.ogg" type="audio/ogg">
    <p>
      Your browser doesn't support HTML5 audio playback.
      <a href="media/audio.mp3">Download the file here</a>.
    </p>
  </audio>
</div>
```

The audio is now being served in two different formats. I've also provided fallback content inside the audio tag for browsers that do not support HTML5 audio playback.