1.

Question 1

In plain JavaScript, how do you build an instance of the Audio constructor?

Audio();

new Audio();

New Audio();

2.

Question 2

If an object instance of the Audio constructor is saved in a variable named “song”, what property on the “song” object can you use to check if the song is currently playing?

song.pause();

song.play()

song.paused

3.

Question 3

What is wrong with this code?

function toggle() {

if(song.paused) {

song.pause()

} else {

song.play()

}

}

The app's logic doesn't work. The code on line 3 and the code on line 5 should swap places.

The condition in the if statement is wrong. It should be:

if(song.paused())

You need to have an else if condition, in between the if and else conditions.