

REPRODUCCIÓN DE AUDIO CON MEDIAPLAYER DESDE ARCHIVO LOCAL

se reproduce desde directorio de
proyecto "raw" el archivo de audio
sferaebbasta.mp3

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity"
    android:padding="16dp">

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="MediaPlayer Demo"
        android:layout_centerHorizontal="true"
        android:textSize="32sp"
        android:textColor="@android:color/holo_blue_dark"/>

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal"
        android:layout_centerVertical="true">

        <Button
            android:id="@+id/button"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="Play"
            android:onClick="music"/>

        <Button
            android:id="@+id/button2"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="Pause"
            android:onClick="music"/>

        <Button
            android:id="@+id/button3"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="Stop"
            android:onClick="music"/>
    </LinearLayout>
</RelativeLayout>
```

```

package com.sandipbattacharya.mediaplayerdemo;

import android.media.MediaPlayer;
import android.os.Bundle;
import android.view.View;
import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {
    // Declare a MediaPlayer object reference
    MediaPlayer mediaPlayer;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        // Initialize the MediaPlayer object reference with null
        mediaPlayer = null;
    }
    public void music(View view) {
        switch (view.getId()){
            case R.id.button:
                // Check if mediaPlayer is null. If true, we'll instantiate the
                MediaPlayer object
                if(mediaPlayer == null){
                    mediaPlayer = MediaPlayer.create(this, R.raw.sferaebbasta);
                }
                // Then, register OnCompletionListener that calls a user
                supplied callback method onCompletion() when
                // looping mode was set to false to indicate playback is
                completed.
                mediaPlayer.setOnCompletionListener(new
                MediaPlayer.OnCompletionListener() {
                    @Override
                    public void onCompletion(MediaPlayer mediaPlayer) {
                        // Here, call a method to release the MediaPlayer object
                        and to set it to null.
                        stopMusic();
                    }
                });
                // Next, call start() method on mediaPlayer to start playing the
                music.
                mediaPlayer.start();
                break;
            case R.id.button2:
                if(mediaPlayer != null) {
                    // Here, call pause() method on mediaPlayer to pause the
                    music.
                    mediaPlayer.pause();
                }
            }
        }
    }
}

```

```

        }
        break;
    case R.id.button3:
        if(mediaPlayer != null){
            // Here, call stop() method on mediaPlayer to stop the
music.
            mediaPlayer.stop();
            // Call stopMusic() method
            stopMusic();
        }
        break;
    }
}
private void stopMusic() {
    mediaPlayer.release();
    mediaPlayer = null;
}
// Call stopMusic() in onStop() overridden method as well.
@Override
protected void onStop() {
    super.onStop();
    stopMusic();
}
}

```