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<!DOCTYPE html>
<html lang="pt-BR">
  <head>
    <meta charset="UTF-8" />
    <title>My fifth HTML Code</title>
  </head>
  <body>
    <!--video elements: the ideia is put 3 extensions for the same video for
compatibility with a lot of browser-->
    <video
     id="MyVideo"
     width="800"
     height="450"
     controls
     poster="Images/Captura de tela 2025-10-08 222153.png"
     <source src="Videos/212404_tiny.mp4" type="video/mp4" />
      <source src="Videos/236711_tiny.webm" type="video/webm" />
      <source src="Videos/304330_tiny.ogg" type="video/ogg" />
      Your browser doesn't support the video element.
    </video>
    <!--Customized Buttons-->
    <div>
      <button onclick="video.play()">Play</button>
      <button onclick="video.pause()">Pause</button>
      <button onclick="video.currentTime = 30">Ir para 30s</button>
      <button onclick="video.volume = 0.5">Volume 50%</button>
      <button onclick="video.playbackRate = 1.5">Velocidade 1.5x</button>
    </div>
    <!--Script with events and controls-->
    <script>
     const video = document.getElementById('MyVideo');
     //Buttons functions
     function playVideo() {
        video.play();
     function pauseVideo() {
        video.pause();
     }
     function goTo30() {
        video.currentTime = 30;
     }
     function setVolume() {
        video.volume = 0.5;
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}
 function setSpeed() {
    video.playbackRate = 1.5;
 }
 //Monitoring events
 video.addEventListener('loadstart', () => console.log('loading'));
 video.addEventListener('canplay', () => console.log('Ready to play'));
 video.addEventListener('ended', () => console.log('Playback ended'));
</script>
<audio controls preload="metadata">
  <source src="Audios/music.mp3" type="audio/mpeg" />
  <source src="Audios/music.ogg" type="audio/ogg" />
  <source src="Audios/music.wav" type="audio/wav" />
  Your browser doesn't support the audio element.
</audio>
Credit for the song: Lost In The Night (ft. Pipa Moran)
<audio id="player" preload="metadata">
  <source src="Audios/podcast.mp3" type="audio/mpeg" />
</audio>
<div class="controls">
  <button onclick="playPause()">▶/ 
/ button>
  <input type="range" id="progress" min="0" max="100" value="0" />
  <input type="range" id="volume" min="0" max="1" step="0.1" value="0.5" />
</div>
<script>
 const player = document.getElementById('player');
 const progress = document.getElementById('progress');
 const volume = document.getElementById('volume');
 // Atualiza progresso conforme o áudio toca
 player.addEventListener('timeupdate', () => {
    progress.value = (player.currentTime / player.duration) * 100;
 });
 // Permite o usuário mudar o tempo
 progress.addEventListener('input', () => {
    player.currentTime = (progress.value / 100) * player.duration;
 });
  // Controle de volume
 volume.addEventListener('input', () => {
    player.volume = volume.value;
 });
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function playPause() {
        if (player.paused) {
          player.play();
        } else {
          player.pause();
      }
    </script>
    <iframe
      src="https://www.youtube.com/embed/jErUADjskgc?si=0xEtKcg9i4JtXIe0"
      width="560"
      height="315"
      frameborder="0"
      allowfullscreen
    </iframe>
    <iframe
      width="560"
      height="315"
      src="https://www.youtube.com/embed/jErUADjskgc?si=0xEtKcg9i4JtXIe0"
      title="YouTube video player"
      frameborder="0"
      allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope;
picture-in-picture; web-share"
      referrerpolicy="strict-origin-when-cross-origin"
      allowfullscreen
    ></iframe>
  </body>
</html>
```