Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Music Player</title>

<style>

body {

font-family: Arial, sans-serif;

background-color: #111;

color: white;

text-align: center;

margin: 0;

padding: 20px;

}

.player-container {

max-width: 400px;

margin: auto;

background-color: #222;

padding: 20px;

border-radius: 10px;

}

.controls {

display: flex;

justify-content: center;

gap: 10px;

margin-top: 10px;

}

button {

background-color: #007BFF;

color: white;

border: none;

padding: 10px 20px;

cursor: pointer;

border-radius: 5px;

}

button:hover {

background-color: #0056b3;

}

</style>

</head>

<body>

<div class="player-container">

<h1>Music Player</h1>

<p id="song-title">Song 1</p>

<audio id="audio" src="song1.mp3"></audio>

<div class="controls">

<button onclick="prevSong()">Prev</button>

<button onclick="togglePlay()">Play/Pause</button>

<button onclick="nextSong()">Next</button>

</div>

</div>

<script>

const songs = ["song1.mp3", "song2.mp3", "song3.mp3"];

let currentSongIndex = 0;

const audio = document.getElementById("audio");

const songTitle = document.getElementById("song-title");

function togglePlay() {

if (audio.paused) {

audio.play();

} else {

audio.pause();

}

}

function nextSong() {

currentSongIndex = (currentSongIndex + 1) % songs.length;

updateSong();

}

function prevSong() {

currentSongIndex = (currentSongIndex - 1 + songs.length) % songs.length;

updateSong();

}

function updateSong() {

audio.src = songs[currentSongIndex];

songTitle.innerText = `Song ${currentSongIndex + 1}`;

audio.play();

}

</script>

</body>

</html>